



**War of the
Burning Sky**

THE INDOMITABLE FIRE FOREST OF INNENOTDAR

**A 5e Fantasy Adventure
for 4th-Level Characters**

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CREDITS

From the Pen of
Jacob Driscoll

Additional Material by
Ryan Nock, Steve Muchow

Conversion to 5e and Layout by
Brian Criswell

Interior Art by
Rick Hershey, J. L. Jones, Leo Lingas, Juan Navarro,
Claudio Pozas, Todd Schumacher, J. M. W. Turner,
with selected NPCs inked by Brian Criswell

Cartography by
Sean Macdonald

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viewing and providing their insightful feedback.

On the Cover
John McSweeney portrays Indomitability as the spirit
of the fire forest of Innenotdar.



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INTRODUCTION

The heroes have escaped from the city of Gate Pass with vital military intelligence as the Ragesian army's assault came down upon it, and have set off toward the town of Seaquen and the mage school of Lyceum. The heroes and, perhaps, some NPCs they are escorting (possibly including the sea-cleric Torrent, the elderly wizard Haddin Ja-Laffa, and his seer daughter Crystin) have arrived at the edge of the fire forest of Innenotdar.

Forty years ago, Innenotdar was home to an elvish people who wanted to remain neutral in the conflict between Ragesia and Shahalesti. One day refugees began to flee from the forest, claiming it had been put to the torch, though no one could agree on who had been responsible or why. While the refugees settled into a walled ghetto in Gate Pass, they were shocked to learn that the fires that had driven them from their homeland were not dying. For forty years, Innenotdar has burned relentlessly, with no signs that the flames will ever either abate or burn out.

The heroes have chosen to brave this dangerous pass because it is too hazardous for Ragesians to pursue them therein, and because, whereas it would take weeks to travel through the snowed in mountain passes, with the proper magic (potions of stand the heat, of which they possess many), they should be able to cross the fire forest in less than two days, taking the old Elfroad from the Otdar mountains to the northern border of Dassen, beyond the reach of the Ragesian army.

But the forest is still a home to some, and Ragesia will not give up pursuit simply because there is danger.

Welcome to the second adventure in the *War of the Burning Sky* campaign saga. The heroes have already faced a military assault, treacherous bounty hunters, enemy spies who hide in the light, and the fierce claws of the Ragesian inquisitors enforcing the Scourge. In this next part of their adventure they will confront various inhabitants of a cursed fire forest, including the fey creatures tied to its fate and the dreamborn monster that causes it to endlessly burn.

If the heroes do not carefully consider their actions, they might survive but could still bring an early doom to their cause, yet if they do well, they can gain information that will prove invaluable when a hitherto unknown enemy rises up from obscurity and the darkness of the great below.

THE FIRE FOREST

The events surrounding the forest's ignition are a mystery to this day. Over the course of the adventure the heroes may discover the truth, which they can use as leverage against the Shahalesti in later adventures to gain their assistance.

Forty years ago, Emperor Coaltongue of Ragesia had just conquered Gate Pass, securing a supply line into Shahalesti, and Lord Shaaladel of Shahalesti was nervous of an impending attack. The elves of Innenotdar, knowing their forest's proximity to Gate Pass made it strategically important, were unwilling to ally with Shaaladel, and their leaders had begun to express opposition to the Shahalesti. In truth, the Innenotdar elves were simply attempting to appear strong, since their position in a three-way juncture between Shahalesti, Ragesia, and Dassen made them a tempting target. However, Shaaladel refused to risk Innenotdar siding with Ragesia, so he had agents set fire to the forest and plant rumors that the Ragesians had been responsible—a believable claim given Coaltongue's fondness for fire.

The reason the fires have refused to die is because of a trillith called Indomitability. The trillith are dream-spawned creatures, born in the great below of the underdark, and until recently very few had come to the surface. Gate Pass has many legends of dreams becoming reality, and indeed there are numerous caverns under and around the city from which fledgling trillith sometimes emerge.

Indomitability had arrived in the Innenotdar forest several years before Shaaladel's torches. The seela, the fey who would sing news from one end of the forest to the other through the rustling of leaves in the wind, first noticed the trillith's presence. Indomitability, only vaguely conscious of what it was, had endowed its power upon several dying animals, who struggled to stay alive. Seeing the strange entity as a disturbance in nature, the seela called upon the elf-hero Anyariel to conquer the monster.

The seela sang the Song of Forms, an old hymn of history and events in the forest, woven in their very bodies, and the song's power trapped the trillith in the body of a stag. Anyariel pursued it to the center of Lake Seela, where she trapped it before dying. Indomitability did not die, but it cannot be released from a bodied form until the seela stop singing, and so it has lain trapped, pinned to the bottom of the lake by a sword driven through its body.

That sword, carved of living wood cut from one

of Innenotdar's oldest trees, remained tied to the forest, and over the years, Indomitability's essence seeped through the blade and into the roots and trees of Innenotdar. Even some animals are suffused with its power, and now the trillith is far more powerful than most of its kind, but that power is dependent upon its prison. None who are empowered by Indomitability can idly die, and so the trees and brush have refused to fall, providing an eternal fuel source for the raging flames.

Conditions Within the Forest

The extreme heat of even the relatively fire-free Elfroad deals lethal damage. Breathing air in these temperatures deals 1d6 fire damage per minute. In addition, a character must make a Constitution saving throw every 5 minutes (DC 11, +1 per previous check), suffering 1 level of exhaustion on a failure. Those wearing heavy clothing or any sort of armor have disadvantage on the saving throw, and creatures with resistance to fire damage have advantage on the saving throw. Those wearing metal armor or coming into contact with metal are affected as if by a *heat metal* spell.

However you as the GM can likely ignore the previous paragraph as it will not factor in for the heroes or any creatures they encounter. It is there to show why no essentially one has entered the fire forest for 40 years. Creatures immune to fire damage or under the effect of *stand the heat* ignore the heat-based effects, and the fate of the seela is tied to Timbre's tree. While Timbre's tree burns with Indomitability's fire, the Seela do not die from heat even though they do not have the indomitable fire template, and being brought to 0 hit points while on fire would make them candidates for gaining the indomitable fire template.

Down the narrower forest paths, beset by fire from all sides, creatures must make a DC 8 Dexterity saving throw every ten minutes, taking 1d6 fire damage on a failure.

Because of the bright fire, the swirling ash, and the constant, cloying smoke, vision in the Fire Forest is quite limited. In general, when not directly within a smoke cloud, vision is limited to 100 feet or less.

WEAKLY ENHANCED FIRE MAGIC

Spells that do fire damage cast within a mile of the fire forest are automatically empowered (may reroll a number of damage dice up to your spellcasting modifier). All of adventure two takes place within this area.

FIRE AND INDOMITABILITY

Because this adventure is intended for a low-level party, we wanted to balance the awe-inspiring danger of pressing through a forest fire with a means to keep characters from simply dying. This is partially accomplished through the potions of *stand the heat* provided in the first adventure. An additional protection, however, comes from Indomitability itself.

The nature of the living fire in Innenotdar means that true death is rare. Instead, as creatures burn, they are reduced to a state of near-death, at which point they are preserved by a unique combination of elemental fire and positive energy. When a living creature in the fire forest is reduced to zero hit points while on fire, they stabilize at the start of their turn, and the fire does no damage as long as the creature is at 0 hit points. Victims are still on fire, but they no longer take damage from the fire, and they automatically stabilize at the start of their turn. A creature can put the fire out as an action, and the victim can then be healed normally after this point.

This effect only applies to creatures that would die from the forest's fires, but if you wish, you could extend the protection to any sort of damage. Characters that would die or make death saving throws when they reach 0 hit points might instead only die if the remaining damage meets or exceeds their hit point maximum, they receive 3 death saving throw failures before their next turn, or they are the victim of death-dealing magic.

A creature receives the [indomitable fire template](#) if it remains alive and on fire for a day or more.

Vision in a smoke cloud is worse; its area is heavily obscured.

Only the area along water—the river, lake, or falls—or underground like Anyariel's shrine is survivable without immunity to fire damage or *stand the heat* at 120 degrees—although it is still distinctly uncomfortable and a creature would need twice the normal amount of water to stay hydrated.

Terrain Hazards

In addition to the fire and heat, the forest is filled with clouds of smoke and cinders, burning brush, and bizarre curtains of flame. There is about a 10% chance of a **smoke cloud** appearing within 100 feet each round of combat. **Cinder clouds** are much rarer, and should not be introduced idly. Individual encounters mention whether a cinder cloud appears. **Flaming brush** is common; any burning plants are considered flaming brush. **Fire curtains** are rare and are depicted in only a few locations. Winds

INDOMITABLE FIRE TEMPLATE

Creatures that should have died from fire are kept alive despite horrible burns by the power of Indomitability, and though driven mad by pain, they still try to hunt and survive like normal creatures. While in the fire forest, any corporeal creature that is at 0 hit points and on fire is automatically stabilized while continuing to burn. The creature stays unconscious and unable to gain hit points unless the flames are put out. After 24 hours of burning, the creature gains the indomitable fire template.

When a creature gains the template, it retains its statistics except as described below. A creature might lose some of its traits or features if they are not consistent with being continually on fire.

Damage Immunities. The creature and all objects being worn or carried are immune to fire damage.

Damage Vulnerabilities. The creature is vulnerable to cold damage.

Fire Damage. The creature adds 1d6 fire damage to all melee attacks.

Indomitable Fire Soul. The fire wreathing the creature is tied directly to its life force and binds it to Innenotdar so that it cannot leave the forest. If the fire is extinguished, the animating force is lost, and the creature is destroyed. The fire is fairly tenacious and requires the creature to be completely submerged in water at the end of its turn before it is extinguished.

While the fire burns, it is extremely difficult for the creature to die. The creature stabilizes when it is dying at the start of its turn and only dies if it receives massive damage or if it receives three death saving throw failures before the start of its next turn.

Searing Pain. The fire causes continuous, crippling pain. The creature always has a minimum of one level of exhaustion (disadvantage on ability checks).

Rekindle (1/Day). At the start of its second consecutive turn at 0 hit points, the creature gains 1 hit point.

usually blow to the southeast, carrying clouds swiftly, though strange currents can blow banks of ash in whatever direction you want. Several hazards require a creature to make a Dexterity saving throw to avoid catching on fire. Creatures resistant to fire damage have advantage on the saving throw. Creatures on fire take 1d4 fire damage at the start of each of their turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Smoke Clouds. A constant source of irritation, the smoke clouds billow through much of the Fire Forest can sweep upon travelers in moments. Smoke

clouds typically fill a 20-foot-radius or larger sphere, usually moving as a whole with a speed of 120 feet per round in normal wind. The cloud enters at the top of the initiative order and leaves at the end of the initiative order, and its area is heavily obscured. A creature who enters the cloud for the first time on a turn or starts its turn there must make a DC 11 Constitution saving throw, becoming incapacitated until the start of their next turn in a fit of choking and coughing on a failure. Wearing a cloth over one's mouth provides advantage on the saving throw. Creatures immune to fire damage and creatures that do not breathe are immune to this effect. Creatures within the smoke cloud are heavily obscured.

Cinder Clouds. Cinder clouds are smoke clouds that carry burning debris in them. They follow the same rules as smoke clouds, except that being within a cinder cloud carries the extra risk of catching on fire. A creature who enters the cloud for the first time on a turn or ends its turn there must also make a DC 8 Dexterity saving throw in addition to the smoke cloud saving throw, taking 1d4 fire damage and catching on fire on a failure.

Flaming Brush. All normal plant life in the Fire Forest is aflame, dealing 1d6 fire damage to a creature who enters the area for the first time on a turn or starts its turn there, and the creature must make a DC 11 Dexterity saving throw, catching fire on a failure. Where the flaming plant life can be moved through (for instance, walking through heavy undergrowth or climbing a tree), creatures repeat the saving throw for every 5 feet of movement.

Creatures that are immune to fire damage have advantage on Dexterity (Stealth) checks to hide in flaming brush.

Fire Curtain. Fire curtains are the unusual result of intense differences in pressure caused by rare terrain features and air currents. A typical fire curtain is 10 to 20 feet across and 10 feet high, visible as a bright transparent curtain that wavers with incredible heat and tongues of flame. A creature that enters a fire curtain for the first time on a turn or starts its turn there takes 1d6 fire damage and must make a DC 11 Dexterity saving throw, catching on fire on a failure.

ADVENTURE OVERVIEW

The heroes' main goal in *The Indomitable Fire Forest of Innenotdar* is to get through the dangerous fire forest and reach the other side, where lies the journey to the town of Seaquen. As they pass

through the forest, they will first follow the Elfroad, though amid the simple dangers of strange monsters and hazardous terrain they realize that a tracker from Ragesia has followed them—a bearded devil named Kazyk—and that the forest itself seems to have an agenda.

When the heroes reach a river that cuts across the Elfroad, the trillith Indomitability sends a test for them, attacking them with fire elementals that resemble small stags. Pleased with their strength, he demands that they free him, and threatens to never let them leave if they refuse.

Kazyk has orders to retrieve the case and ensure

ENCOUNTERS, RESTING, AND LEVELS

Because this adventure was converted from an earlier edition, experience points and advancing levels do not line up. Instead of giving experience points, we recommend advancing the PCs to level 5 at the end of this adventure. At several points in the adventure, the PCs have an opportunity to take a risk to help someone or solve a problem without combat. While the original adventure awarded ad-hoc experience, awarding inspiration to the PCs that contribute is one option to reward their actions instead of using experience points.

The encounters are balanced for a party of four 4th-level PCs. Each encounter has a suggestion for how to adjust the number or hit points of creatures if your party is larger or smaller than 4 PCs. NPC participation can also make encounters easier. For instance, if Torrent's participation is making encounters too easy, you can consider her as an extra PC for the purpose of re-balancing the encounters. You can also use this technique to make the adventure work for a party of 3rd-level PCs by adjusting the encounters as if there is one fewer PC than is actually present. Similarly, this adventure could be used for a party of 5th-level PCs by adjusting the encounters as if there is one more PC than is actually present.

Depending on their actions and character builds the heroes might not be on quite as urgent of a timetable as *The Scouring of Gate Pass*. Torrent brought two potions of *stand the heat* each for herself as well as each of the heroes as well as 6 extra. If Haddin and Crystin also join the journey, there are enough potions for two days of protection and two long rests. Finding the cache of *stand the heat* potions in the crashed cart, taking *stand the heat* as a spell, or accepting Indomitability's offer and receiving his boon are all ways to extend the time the heroes will be able to survive the heat of the forest. Then all they have to do is stay ahead of the Ragesian army.

the heroes do not leave the burning forest alive. Unsure whether he can kill the heroes, he tries to join forces with them to find out why the forest is burning and stop it. If they are not amenable to his offer at first, he attacks them, then flees, hoping to break their spirit before return later to make a second offer. If the heroes still refuse to work with him, he shadows them and attacks when he believes they are at their weakest.

Regardless if they listen to either the trillith or the devil, the heroes have some time to explore ruins in the forest and discover the lost history of how the forest became as it is. Along the way they might find a clue in the journal of a long-dead priest who only wanted to heal his homeland, and a unicorn at the forest's edge who wants to carry on the priest's mission.

The information they recover directs the heroes downriver to a vast lake, where a village of fey sing a magical song that keeps Indomitability trapped, and thus keeps the forest alive. Before they reach the village, however, they witness an attack upon one of the fey, a seela woman named Tiljann, who can help the heroes navigate the complicated situation at the lake.

Here the heroes can decide who to help, and how they want to get out of the fire forest: by freeing Indomitability to slay the seela or by locating a relic that can save the forest and the seela. The heroes can interact with the seela, learn the unique magic of the Song of Forms, and rest before heading out to undertake the missions necessary for their goal.

In order to free Indomitability, the heroes must stop the fey song. If they pursue this goal, a seela named Vuhl offers to help them. In truth this seela is another trillith, named Deception, sent on a mission to free Indomitability. Deception can take any humanoid form he wants, and is responsible for encouraging a majority of the fey to stop singing. His plan is to shock the seela singers with a demonstration that will disrupt the song: executing the fire dryad Timbre, who is beloved by the village.

To get Timbre, however, the heroes must first retrieve an item from the hag Gwenvere, who was once Timbre's romantic rival. This item—a lock of hair from Timbre's lover Anyariel—will let the heroes get close enough to Timbre to capture or kill her. Once the seela learn that Timbre has been killed, their shock should end the song long enough for Indomitability to escape. As the entity that was keeping their forest alive flees, the seela die, and a

ADAPTING THE ADVENTURE

If you're not using *The Indomitable Fire Forest of Innenotdar* as part of the campaign saga, you can still use it as a stand-alone adventure by simply transplanting the fire forest wherever you want.

The PCs could be fleeing through the forest to shake pursuit or simply trying to reach something on the other side. Alternately, they might seek the treasure of the Innenotdar elves, have been hired to retrieve a particular item from the blaze, or be pursuing a villain. The party will need to have access to the spell *stand the heat* (available in the *Player's Guide*), without which the heat of the fires make an adventure nearly, if not altogether, impossible. If the heroes don't have a way to survive the forest fire, you might have them come across a cache of potions of *stand the heat*, lost by other travelers who were cut down before they could enter the forest, or the party's employer might provide the necessary magic. Higher level parties would likely have enough spell slots to simply cast *stand the heat* themselves.

If you change the history of how Innenotdar caught fire, you may need to revise the Song of Forms. If you don't plan on using the trillith much beyond this adventure, you may want to make Vuhl a normal seela, rather than a deceptive trillith. Kazyk, the bearded devil who pursues the party, could have been summoned by any of the party's enemies with access to *planar ally* or *planar binding*, or could have even followed them from previous scuffles with other devils. In absence of this, Kazyk could simply be in the forest, looking for a way to destroy it and the fey in it when he comes across the party.

horrid spectre, manifested from their tragic deaths, arises to destroy the heroes.

If, however, the heroes seek to save the seela, they can learn of a nobler course by listening to the lyrics of the Song of Forms. If they speak to the dryad Timbre instead of killing or kidnapping her, she can tell them how to claim the Living Blade of Innenotdar, a greatsword cut from her own tree. As long as the sword is bonded to a living person, the forest will survive even the fire. The heroes must dive into the depths of the scalding lake, fight past territorial merrow, and pull the sword from the body of Indomitability.

Even if they do this, they have not won. Though taking the sword saves Innenotdar, it frees the trillith to rampage in vengeful freedom. The heroes must stop Indomitability, kill him, or drive him off. Only then will they be free to leave the forest themselves.

REPLACING CHARACTERS

While this adventure protects the low-level party somewhat, PCs might still die along the way. Replacements can come from the NPCs tagging along, such as Torrent, Crystin, or the seela singer Tiljann. A new character might have immunity to fire or, like Durval, might be a refugee from Gate Pass who managed to make it partly into the forest before running out of protection. Such a character might have fallen unconscious and been infused with living fire, gaining the [indomitable fire template](#). An indomitable fire character might die at the end of the adventure if their fellow heroes don't know how to help them, but they should prove an interesting and valuable, if agonized, companion for the adventure's duration. Alternatively, a party that has made it to the Seela village could be joined by a new Seela character that shares Tiljann's desire to save Innenotdar. The Seela race is available in the Campaign Guide.

INTERPARTY DYNAMICS

This adventure contains some very weighty moral decisions for the heroes, and some intentionally difficult NPCs (especially if the party travels with Haddin from the end of the first adventure). Combined with unexpected sources of stress, this can bring out a lot of personality from the characters, and can play up some relationships in the party (or between party members and NPCs), as moments of shared stress often do. All told, you should prepare to indulge some party conflict without letting it consume an entire gaming session. Even if the PCs among themselves are harmonious, you may consider allowing any NPCs that are traveling with them to grow and change, reflecting their own development as people.

Crystin. If Haddin's hold over her is broken, Crystin turns out to be the archetypal neophyte. She's quite impressionable, especially grateful to those who have saved her mind, and eager for new experiences. She doesn't get in over her head very

CRYSTIN'S PREMONITIONS

"Premonition" sidebars present visions that Crystin receives because she is endowed with the essence of the trillith Foresight. Should Crystin not accompany the party, the premonitions could just as easily fall to any character with sorcerous power, a warlock, or anyone who has taken the [dream seeds](#).



Torrent. Even the cool, confident Torrent may become quite frazzled as the resources run out. She believes she has planned for most contingencies, and when supplies begin to run out, she may become defensive, perceiving the party's concerns as criticisms of her. She is a devout soul, and may begin to see the journey as a test of faith, driving her to some near-suicidal behavior as she tries to prove her strength. If other party members are of particularly questionable morality, she might even begin to doubt her faith, choosing instead a path offered by Kazyk as more practical.



often, but she's ready to try anything the leaders of the party propose. Conversely, if she's still under Haddin's control, she's fairly mute and obedient, letting her father take responsibility and control. She will side with him against the party, if necessary. She will be very sympathetic to Tiljann, and her contact with the power of Indomitability slowly begins to awaken something that had lain dormant inside her.

Haddin. It is conceivable but unlikely that Haddin becomes any less domineering. If left to his own devices, he will simply try to use the other party members, including his daughter, as tools to keep himself alive. He will also worry that his daughter is breaking free of his control as she has visions. He will be strongly in favor of taking Kazyk's offer, seeing morality as an obstacle in the way of survival. Only if one of the heroes manages to befriend Haddin and lead by example might he begin to change his behavior. He responds best to gruff, bitter people, and responds poorly to those who criticize him. If the heroes treat him rudely, he might even attempt to magically dominate a few of them to make them do as he says. If he manages to survive this adventure, he'll likely become a thorn in the heroes' side (or at least a pain in the party's backside).

ACT ONE: THE ELFROAD

The adventure begins as the heroes enter the forest. Read or summarize the text below for the players:

Though magic protects your skin against burn, you can still feel the intense, withering heat carried in terrible blasts from the trees, and you smell the acrid smoke as you enter and it envelops you, arms of black and orange embracing your party. The thick banks of smoke mean that you can't often see more than an arm's length in front of you, but the fierce, dry wind often blows these banks away. Powered by backdrafts and dramatic valley winds, the gusts snatch at loose pieces of clothing. During the lulls in the wind, as the massive lungs of the forest take breath, fingers of flame reach out from the smoldering undergrowth, pawing and caressing the hems of clothing and the ropes and backpacks, always threatening to grab hold and ignite an inescapable inferno. In front of you, the only thing that distinguishes the Elfroad from the surrounding territory is its relative lack of undergrowth, exposing the blackened char-rock where once the elves of Innenotdar carried their families.

Your eyes sting with tears, your nostrils burn, your hands draw back instinctively, as if touching a boiling pot. As if diving into a dragon's fiery maw, you have entered the Fire Forest of Innenotdar.

According to several old maps Torrent consulted, the path along the Elfroad through Innenotdar is seventeen miles long, followed by about fifty more miles along a mountain road before reaching the northern foothills of Dassen. The Elfroad counts as hilly highway terrain, and so travel is at the normal movement rate.

While on the Elfroad, the heroes don't need to worry about catching aflame or taking fire damage—the Elfroad is surprisingly clear, and remains that way. As long as they are protected against the ambient heat in the forest (through *stand the heat* or immunity to fire damage), they suffer nothing more than the general discomfort of intense heat and breathing smoke-filled air. Haddin, if he is with the party, coughs often with wracking pain, while Torrent drinks water regularly.

The road is fairly straight and smooth, 30 feet across, with brush and trees burning close to the edge on either side. It occasionally rises on hills or cuts through low ravines, walls of rough stone rising on either side. A DC 11 Intelligence (Nature)

check determines that the fires directly along the side of the road seem weaker than they ought to be. The heroes can walk all the way to the edge of the road with no danger of touching live flame, but considering how intensely the fire elsewhere burns, the sides of the road should be bathed in fire. A DC 8 Wisdom (Perception) check notices that the fires further down the road seem more intense, but as they travel the flames weaken, making their passage safer. Meanwhile, as they walk ahead, a few hundred feet behind them the flames intensify to what one would normally expect, making the road narrower and harder to navigate. This does not actually block the heroes' travel if they want to turn back, but it should cause them to wonder whether turning back later will be difficult.

Every mile or so, a smaller path splits off from the main road, leading into the forest fire. None of the trails look particularly interesting, though occasionally the heroes may spy what looks like houses built out of the living boughs of trees, engulfed like everything else. Their inhabitants are no doubt long dead, and little remains to loot, but if the heroes want to explore, or if you want to add further encounters to the forest, some of these side roads are clear enough to travel. Down these narrower paths, however, creatures must make a DC 8 Dexterity saving throw every ten minutes, taking 1d6 fire damage on a failure.

The Elfroad is covered in a few inches of ash, and the group leaves a very clear trail as they travel. If the heroes want to conceal their passage by brushing away tracks, they travel at a slow travel pace, but this is not sufficient to keep Kazyk the bearded devil from following them along the only safe path. Torrent advises them against traveling so slowly.

OUT OF THE FRYING PAN

The heroes come across several minor encounters along the Elfroad before they reach the river, where Indomitability will test them. If you want more combat you could add a bit of fighting with almost any fire-resistant or fire-elemental creature, such as normal or giant animals altered by the [indomitable fire template](#). However keep in consideration that this will then require the heroes to rest more, and they might not have enough protection from the heat to last that long.



Ending Suffering

The heroes aren't the only ones who thought to escape the scouring of Gate Pass by taking this path. Unfortunately, without the PCs' connections and resources, many other groups quickly failed.

A quarter-mile after entering the forest, the heroes come across a trio of refugees, now smoldering piles of burnt flesh and blackened bones. Their remains are scattered, as if they had been picked over by scavengers, but one of the bodies is still intact and smoldering. Searching the bodies uncovers 50 gp, three daggers, the clasp and metal bindings of a now-obliterated spellbook, and a burned whip. Searching each of the smoldering corpses deals 1d6 fire damage for each item recovered, though clever groups could use *mage hand* or simple tools to avoid the heat.

If a character does touch any of the bodies, however, the intact body begins to move, wailing in pain as it reaches out for the hero. If the heroes do not instinctively destroy what appears to be a zombie, the figure—still kept alive by Indomitability's essence—looks at them and desperately coughs a plea: “Kill me.”

If the heroes do not oblige and instead heal the wounded figure, he eventually becomes coherent,

though despondent. His skin is scarred and hairless, and he has no possessions and barely speaks even if prompted. This man, **Durval**, was a student at Gabal's school who tried to flee with his family, but his spells proved horribly inadequate to brave the forest fire. He is now an indomitable fire creature.

If prodded to talk about himself, he asks if anyone else survived. When it becomes clear that he has lost everything he ever cared for, he withdraws from the world, vainly taking actions that might get him killed. He may try to get a dagger to stab himself in the heart, jump into a gorge, or simply run back into the fire.

If they somehow manage to keep Durval alive long enough to get him out of the fire forest, he will survive if the heroes save the Seela and the rest of the forest. If Durval survives the adventure, which is the earliest he will possibly consider moving on with his life, reward those who ensured his survival with inspiration.

An Unnatural Hunt (EL 2)

Two miles into the forest, the heroes hear some chittering and swooping in the branches overhead. Suddenly, something falls from them, careening

straight at one of the party members. The character must make a DC 11 Dexterity saving throw, taking 1d6 fire damage on a failure as they are struck by a falling **magma mephit**. The mephit is screaming in fear and terror as its aggressors descend from the branches. Its aggressors are a pair of giant bats, entirely engulfed in flame. The mephit scrabbles, claws, and generally attempts to use the character it fell at as a shield, and the fiery bats proceed to try and catch the creature, attacking any heroes that are in their way.

Creatures

2 Indomitable fire giant bat

Add or remove a bat for every 2 PCs in a party larger or smaller than 4 PCs.

Tactics

The bats are just one kind of countless creatures kept alive despite horrible burns by the power of Indomitability, and though driven mad by pain they still tries to hunt and survive like normal creatures.

The mephit takes the Dodge action and uses the PC as 1/2 cover. The bats therefore have disadvantage on their attack rolls against the mephit, and any attack that misses by 2 or less strikes the PC. The bats attack for several rounds, and the mephit uses its movement to stay with its living shield as long as the PC does not move more than 30 feet away.

The bats fight to the death and then return one more time because of their rekindle trait. The mephit retaliates if attacked by the heroes, feeling confident in its defenses and curious that outsiders have made it this far, though if seriously harmed it will flee. It will thank its “saviors” if the heroes kill the bats. It doesn’t want to hang around long, but it will warn the heroes against angering the forest and against other burning animals.

Dangerous Crossing (EL 4)

The heroes come upon a deep gorge, crossed by what was once a sturdy stone arch bridge, 20 feet wide and 50 feet long, with 3-foot-high stone railings on either side. Now, however, the bridge is weak and dangerous. The railing on the right side has a 10-foot-wide section knocked out in the middle of the bridge, and the stone around it is cracked. A wagon crewed by fleeing gnomes attempted to cross here several years ago, and they met their end over the side of this treacherous bridge.

The bridge can safely support 500 pounds at a

time. Any more weight causes the stones to shift and creak. If there is more than 500 pounds of weight on the bridge at the start of a creature’s turn, each creature on the bridge must make a DC 11 Dexterity saving throw, stumbling 5 feet in a random direction and falling prone on a failure.

Additionally, several sections of the bridge are weak: a total of eight 5-foot squares scattered along the bridge, mostly near the edges with two in its very center. A DC 11 Intelligence (Mason’s Tools) check from the edge of the bridge identifies which sections of the bridge are safe and which are dangerous and near collapse. A DC 15 Intelligence (Investigation) check can be used instead, but it only identifies weak sections that are within 10 feet.

Weak bridge sections begin to crack as soon as a creature puts weight on them. The creature must make a DC 15 Dexterity saving throw, moving 5 feet to another section of their choice (which also might be dangerous) on a success and falling 60 feet into burning brush on a failure.

The walls of the gorge are craggy stone and bare of vegetation, requiring a DC 11 Strength (Athletics) check to climb. Going around the edge of the gorge requires passing through 200 feet of burning brush. Worse, a large mass of bats nests under the bridge.



Anyone descending will notice tiny fires flickering along the underside of the stone arch. Unless more than half of the heroes and their companions succeed at a DC 11 Dexterity (Stealth) check while crossing the bridge, the noise of their passage disturbs the bats, and they take flight and attack the heroes in flaming swarms.

Creatures

3 Swarms of indomitable fire bats

Add or remove a swarm for each PC in a party larger or smaller than 4 PCs.

Treasure

Should the heroes explore the wreckage of the old gnomish wagon at the bottom of the gorge, they find 250 gp worth of coins and gems in a small chest along with a cache of a dozen potions of *stand the heat* and two *potions of healing* in what was once a padded case.

Devil Looking Over Your Shoulder

Once the party has traveled two miles into the forest, the bearded devil **Kazyk** comes upon them.

Kazyk was called via *planar ally* by a Ragesian inquisitor named Guthwulf, and bargained into a long-term pact of assisting the Ragesian army. The High Inquisitor presiding over the scouring of Gate Pass, Kreven, has been keeping in regular contact with his subordinates, and recently he discovered that Boreus, the inquisitor sent to retrieve Haddin, was unsuccessful. If Boreus escaped, Kreven knows all about the heroes. Otherwise, he simply knows someone defeated Boreus, and so he has ordered Guthwulf to dispatch his devil ally to track down the heroes.

Kreven also has a hunch that this is tied to the theft of the case that contained vital military plans, so Kazyk's mission is first to retrieve the case and its contents if the heroes have it, and second to keep them from escaping the fire forest. Finally, he is to gather intelligence about the fire forest, and report back to Guthwulf when his mission is complete.

Kazyk was sent via *teleport* to Haddin's house. From there, he follows the heroes into the fire forest. He can easily follow their trail across the ashy Elfroad, and he uses his immunity to fire damage to cut through the forest at a high rate of speed with his *misty step*. He checks on the Elfroad every half-mile or so to see if the group has gotten that far. A successful DC 20 Wisdom (Perception) check notices a series of quiet thumps amongst the sounds of the

burning forest as Kazyk passes them. It only takes him a few hours to pinpoint their location, at which point he stops ahead of them and conceals himself to spy on the group. He crouches amid flaming brush 10 feet off the road and waits.

Kazyk does not want a confrontation yet—he just waits and observes the heroes, trying to decide which looks weakest. After the heroes pass by, or if he is spotted with a successful DC 20 Wisdom (Perception) check, retreats into the burning forest and plots his next move, taking a short rest if he is injured. Whenever Kazyk uses *teleport* or *misty step*, he vanishes and reappears in a very visible explosion: flames burst like a fiery flower blossom, alerting the heroes that something was nearby if they had not noticed him yet. A DC 15 Intelligence (Arcana) determines that some sort of teleportation magic was used, though the burst of flame is decidedly unusual for simple teleportation.

Fiery Howl

An hour after Kazyk first leaves the group, they are delivered a message. Kazyk found and negotiated with a **hell hound** living in the fire forest, and he sends it to confront the heroes.

While the heroes are crossing another arching bridge over another ravine, a hell hound hides by the side of the road, requiring a DC 16 to spot. Once the group is within 30 feet, or whenever it is noticed, it paws its way onto their trail with an air of cordial ferocity. It carries what appears to be a human thigh bone in its mouth, and if given a chance it drops the bone and backs up. If asked questions in Infernal or telepathically, it responds by shaking its head or nodding, but it cannot talk. Its mission is only to deliver the message, but it is cruelly curious about the group. If they are not hostile to it, it will gladly take some time to see if some of them might be worth stalking and eating later. If it is attacked, the hell hound fights back, confident in its strength, though it will flee if things look bad.

The femur that the hell hound carries is carved with a message in Common: “Leave the case. Cooperate, and we might find an arrangement to spare your lives. Carry this with you if you wish to bargain.”

The heroes likely will not agree to the demands. If however they comply completely with Kazyk's request for the case and femur, replace the Infernal Harrier encounter with **Kazyk's Offer** instead.

Infernal Harrier (EL 5)

About ten minutes after the encounter with the hell hound, if the party does not leave the case and carry the femur as previously instructed, Kazyk strikes. Since it is nearly impossible to hide on the open road, Kazyk should easily be able to spot them from 90 feet away. He begins the encounter by teleporting into the center of the road in a chrysanthemum burst of flowering flame, appearing 90 feet away, cloaked, smoldering, and wielding a glaive.

If the party carries the femur but does not hand over the case or left an empty case, Kazyk takes a moment to say, “Smart negotiators always obey the letter of any contract. Unfortunately, I have already signed one. I do so appreciate your spirit.” Then he attacks.

Creatures

2 [Imps](#) [Kazyk](#)

Add or remove an imp for each PC in a party larger or smaller than 4 PCs.

Tactics

Kazyk begins by the imps, which appear in the same fiery flower blossom effect, flickering briefly with fire. He then points his glaive toward the hero he has decided is the weakest, and orders the imps to kill that person. The imps turn invisible and use stealth to sneak up on the hero before striking. Kazyk uses *misty step* to teleport into the flaming brush, using it as cover as he approaches the heroes. Once within range of the hero he had targeted, he runs to their position, strikes with his glaive from 10 feet away, and teleports back into the flaming brush with *misty step*. Kazyk strikes each character once, letting the infernal wounds caused by his glaive deal additional damage. Once he has struck each of the heroes, one of them falls, or things start to go badly for him, he teleports into the forest with *misty step*, saying with a smile, “Good fight.”

If the characters are about to kill, incapacitate, or otherwise ground Kazyk, he offers [Kazyk’s Offer](#) early, as he is on his last legs. This does not disrupt the adventure, though it may simplify things if the party kills him before he can mess with their heads.

Trial by Fire (EL 6)

After traveling six miles down the Elfroad, the heroes spot what looks like a stone bridge around a bend in the road a hundred feet ahead, and some sort of

PREMONITION

Crystin sees a giant stag that is on fire leaping out of the treeline and goring one PC. She shouts for that person to move, and yells for everyone to get out of the way of a particular spot on the ground. She begins to come out of the vision, but is briefly dazed.

structure built atop it. They also make out a loud cracking sound, and several of the trees a hundred feet down the road flare as explosions tear open their trunks at the base. A moment later, clusters of trees on either side of the road careen inward to fall across the Elfroad, blocking the path ahead.

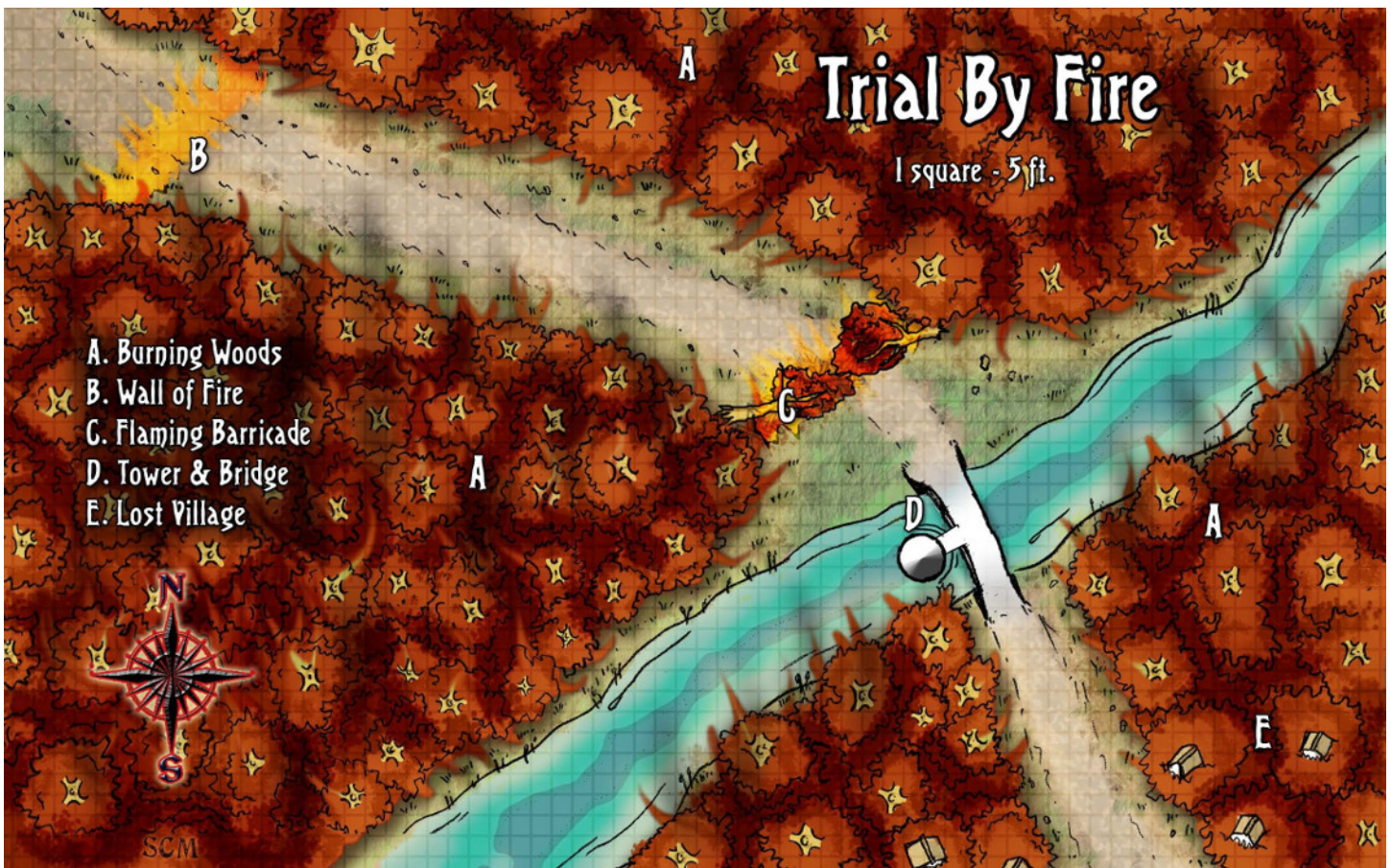
In Crystin’s premonition, she sees one spot occupied by a hero in the front of the party as being too dangerous to stay in. If the hero heeds her warning, they leap out of the way as a flaming lance appears in the air overhead and strikes the ground where they were moments before. Otherwise, the hero must make a DC 11 Dexterity saving throw, taking 4d6 fire damage from the falling spear of fire on a failed save, or half as much damage on a successful one. The fiery stags are elementals and appear within the closest unoccupied spaces near the strike. Crystin is incapacitated until the end of her next turn after the flaming lance strikes.

A round after Crystin has her premonition, Indomitability begins testing the heroes.

The curtains of flame that lick meekly at the trees at the road’s edge suddenly flare, cinders bursting outward across you all. Behind you, you hear a sudden roaring noise, and looking back you see the road fifty feet away cut off by a furious wall of fire. The sides of Elfroad are quickly becoming hazardous as live flames reach out at you, and overhead the ash and cinders begin to swirl, coalescing into a searing spear. Then, with a thundercrack, the spear drives into the ground amid you all and explodes. Within the smoke appears a pair of miniature stags whose bodies burn like the inferno, with racks of antlers composed entirely of dancing fire. They paw at the ground, swing their fiery antlers, and prepare to charge, while the wall of fire at your back slowly moves toward you.

The corridor available for the party to fight in is 150 feet long, with the party about 100 feet from the far side when Crystin has her vision, and 50 feet from the wall of fire. The road is 15 to 20 feet wide; beyond that lies [flaming brush](#).

The *wall of fire* appears roughly 50 feet behind



the party. It starts 20 feet deep and increases in size by 20 feet toward the heroes each round on initiative count 20 (losing initiative ties), but it does not advance if a stag was killed since its last turn. Creatures protected by *stand the heat* take no damage from simply being close to the wall of fire, since that damage is from heat, not actual flames. The wall moves slowly enough that characters should not get caught in it. Over the course of eight turns advancing, should the combat last so long, the fire spreads until it meets the trees that block the road.

The fallen trees are flaming brush and form a barricade 20 feet deep. They are difficult terrain, and a creature crossing them must make a DC 8 Strength (Athletics) check for every 5 feet of attempted movement, losing their remaining movement for the turn on a failure. Disturbingly, a vaguely draconic face appears in the flames, roaring at any character trying to flee but not attacking.

If the heroes are defeated here, they wake up 24 hours later, burning and in pain. They are now indomitable fire creatures, and their fate is tied to that of the forest. Proceed with Indomitability's Offer.

Creatures

2 [Medium fire elementals](#)

Add or remove an elemental for every 2 PCs in a party larger or smaller than 4 PCs.

INDOMITABILITY'S OFFER

Once the last of the stag-shaped elementals is defeated, the wall of fire vanishes, and Indomitability contacts the heroes directly.

You hear whispers amid the trees, snatches of words coming from all directions, growing louder and more intense all around until finally a booming voice shouts from the flaming trees:

"Come!" it roars. "Follow the river. Set me free!"

The flames on the fallen trees blockading the road flare as a draconic face emerges, shaped of fire, its head adorned with a massive crown of jagged horns. The image then fades so only a pair of eyes remain. A voice enters your minds, deep, fiery, burning with restrained anger.

"Know this: I am the flame; I am a prisoner here. Save me, free me from the prison of this enforced flesh, and you may continue to your destination. Refuse, and never shall you leave this wood. You shall be a prisoner for as

long as I. You shall burn forever, and never die.”

Indomitability does not speak much. Use the following replies to specific questions the heroes might ask:

What are you? “I am Indomitability. No wound shall ever defeat me. No fire shall ever destroy me. My power can be yours if you release me.”

Where are you? “Rest your flesh now in the ruins beyond the bridge. Then you must follow the river down to the singing lake. I lie trapped beneath its surface. Set me free!”

How do we free you? “End the song of the deep, the song of agony and eternal vigil. Silence the forty

tongues who hold me here, who doom themselves with my relentless flame.”

We don't want to help you. “There is one whose blade shall cross your trail. He shall have my boon, and if you do not fall before him, my fire shall turn you to ash and embers. You shall regret your choice.”

Anything else? “I care for nothing but freedom. If you do not release me you shall suffer my wrath.”

If the heroes agree, Indomitability grants them his boon. They briefly feel flames burn in their veins, and then suddenly the heat of the forest no longer affects them. If they refuse, Indomitability roars at them, then vanishes, heading off to contact Kazyk and grant the devil his boon.

Once the heroes make a decision, or after Indomitability has said all it has to say, the flames quickly gutter and die. The fires at the side of the road dim again, and in less than a minute the Elfroad is safe.

As soon as the heroes get across the barricade of the downed trees (which are safe to climb across now as they are no longer burning), they see clearly a stone bridge up ahead, crossing a strong river that somehow has managed not to be burned away in the fire. The bridge has some sort of tower atop it, and beyond the bridge lies the relatively safe remains of an elvish tree village. No flames fill the village, making it a possible resting place.

ADVENTURE SHUFFLE

While the default structure of the adventure assumes Indomitability contacts the party first, then Kazyk, and then Tiljann, these events can occur in a different order. Shuffling them can put the focus on different elements of the adventure. In short, Indomitability wants the heroes to set it free, and wants them to kill the seela. Kazyk suggests they kill Indomitability, not mentioning that doing so will kill the seela, (and he doesn't care, even if that is brought up as a problem). Tiljann, however, has information on a possible solution that can send the heroes on their way without killing anyone.

Indomitability's Offer • Kazyk's Offer • Trouble with Tiljann. The default order provides the greatest temptation. Characters seldom like being told what to do, and after Indomitability's fierce demands, even a devil's deal may hold interest. They have time to consider both offers before they actually come upon any of the seela, and might fight Tiljann out of hand.

Indomitability's Offer • Trouble with Tiljann • Kazyk's Offer. In this scenario, Tiljann's appearance will likely be a relief, as she gives the heroes a way to resist Indomitability. Kazyk has less of a chance to influence the party if they already have an ally.

Kazyk's Offer First. If the heroes manage to defeat Kazyk early, he explains how to destroy the forest. This puts more emphasis on the Ragesians and their pursuit, since the devil's offer is coming from an enemy, whereas in the other scenarios Kazyk approaches as a supposed friend. The adventure will likely become simpler as the moral quandary is reduced to decision of whom to trust: the seela or the trillith.

Trouble with Tiljann First. The party might go out of their way to avoid Indomitability's test and offer and instead run across Tiljann in the ruins of the elf village. Kazyk still might tempt the party, offering an alternative to Tiljann's search.

Changing their Minds

If the heroes agree to help Indomitability, gain his boon, and later change their minds, they hear Indomitability's telepathic voice cursing them: “May your flesh always fail you.” Indomitability revokes his boon, and they become some of his prime targets.

Indomitability cannot read the heroes' thoughts, however. So he only revokes his boon if they announce that they have changed their minds while he is present (or otherwise clearly show they don't intend to help him), or they shout it to the forest.

If the heroes initially refuse and then, perhaps because of the mounting danger, change their minds, they can get Indomitability's attention by the methods above. If he is convinced they are sincere, he will grant his boon immediately unless in combat, when he waits until he is not in danger.

ACT TWO: RIVERS FLOW TO THE DEEP

This section of the adventure details a mystery-filled ruin which can serve as a resting place, the blessed river trail to Indomitability, and the dangers the heroes face along the way. Because the previous section was fairly straightforward and did not offer many character choices, you should be sure to let the players go through this section however they want, to avoid them feeling like they are being railroaded.

Two main encounters need to occur before the heroes reach lake seela. The first is [Kazyk's Offer](#), when the bearded devil approaches the party with a plan that will resolve both its problem and theirs. The second is [The Trouble with Tiljann](#), when a deceived seela finds herself under attack by her own kind, with the heroes her only chance of survival.

DEFEATED IN NO BATTLES

The heroes have just passed Indomitability's trial, and before them lies their first real fork in the road. Read or summarize the following.

Stretching across the river in front of you is an arc of a bridge seemingly composed of branches and vines of what was once pale, white stone. Several of these vines and branches plunge into the shallow water beneath the bridge, forming supports. Off the right side of the bridge, in the middle of the river sits a tall, narrow tower, only about twenty feet in diameter, reaching up to a roof thirty feet above the bridge. A narrow walkway leads from the main bridge to a thick oaken entrance door. The tower, as well as the bridge, is currently flame-free, though blackened from decades of soot. On the far side of the bridge lies a small village built in a wide clearing, its buildings faintly visible through the forest's ashy haze.

A DC 15 Intelligence (History or Mason's Tools) check recognizes the bridge as using the distinctive "stonewood" style of the elves of Innenotdar. Though intended to show a harmony between artifice and the natural world, the Innenotdar elves were criticized, particularly by the elvish leaders of Shahalesti, for emulating the stoneshaping magic of the hated drow and dwarves.

Fort Entrance

The bridge-fort is sturdy and is a relatively safe refuge from the forest outside. Originally intended as a guard point along the Elfroad it has numerous

arrow slits, and once upon a time a sturdy wooden gate could block off the entire bridge. There are several arrow slits on higher floors, but the only easy entrance is a strong wooden door (AC 15, HP 27) requiring a DC 19 Strength check or Dexterity (Thieves' Tools) check to open. Additionally, the door has been warded with a [spiritual weapon trap](#). The trap's rune is of a blue mace, and a glowing blue mace appears if the trap is triggered.

Once the door is open, an odd sight greets them. On the floor right in front of the door is a one-foot stone that is burning with a *continual flame* spell. Painted on the stone in black is a message in Elvish, "Say 'friend' and enter." A *glyph of warding* (DC 13, cold explosive runes) has been placed on the doorway; the bypass password is the Elvish word for "friend."

The interior is only 130 degrees, which was not enough to kill the guards who refused to leave their posts. They perished from starvation, but not before helping many of their kindred to safety. The heroes find two dried corpses leaning against the walls, and on their bodies and around the fort can be found a total of two longbows, two hundred arrows, two shortswords, two longswords, two daggers, and two chain shirts. Stairs lead up to the second floor.

On the second floor, a holy symbol of the god of sunsets has been left on a long table. On the table next to the holy symbol is a large wooden map of the village beyond the bridge, with small carved figures placed amid miniature buildings to represent possible ways to defend the town. Also on the table is a notebook, a log book and a journal—all written in elvish—by a cleric who manned the tower, who had taken the name Bhurisrava, a celestial word that means "defeated in no battles." The book covers Bhurisrava's last few weeks in the tower, mixed with musings on the nature of faith. It appears that the priest underwent a conflict of faith as he faced death, and that he wished to convert to a healing faith before he died, but did not know how. He also recounts the tales of many refugees who spoke of fires that simply would not go out. The elves of Innenotdar tried to save their home, but not even magic could put out the flames.

Bhurisrava's body is nowhere to be found, but the heroes can use the map and the journal to plan their exploration of the village. His notes mention one location in particular in the village that might be of interest—the Shrine of Anyariel. His final passage reads:

I tire of spending my days rescuing the burning bodies of survivors and tending to them to no effect. The last survivor I found was a woman who still believed that the Living Wood of Innenotdar could not be abandoned. She asked my help looking for her boyfriend. We found him in a hidden basement under the Shrine of Anyariel, where he had gone to curse the Anyariel name, along with a dozen other of the townsfolk. The fire had somehow burned in from the roots of the shrine, and they had long since been claimed. Though not dead, they are despairing, and their curses haunt me. The woman saw her beloved and fled me into the woods, seeking an impossible death.

I found myself hoping something ate her. I never learned her name.

I can do this no longer. To whatever god hears the prayers of the doubting, please give me the strength for the task ahead of me. I am going to deliver the despairing to the mouth of the White River upstream, where at least they can have some reprieve from the fire. May someone find what I have hidden. It would help bring to justice those responsible for the destruction of my beautiful homeland, for which otherwise none shall shed tears.

ANYARIEL

A successful Intelligence (History) check recalls stories of Anyariel based on the threshold reached. Elves from Innenotdar have advantage on this check.

DC 15. Anyariel was a hero of Innenotdar, a holy warrior who died only a few years before the forest caught fire. She was said to be friend of the forest's fey, was blessed by the forest itself, and had many times fought darkness from Innenotdar's borders, wielding a magic sword.

DC 20. Anyariel wielded a greatsword carved of wood, which she used to defeat many monsters, including a blackguard from Ragesia and a rampaging golem of white clay.

DC 25. The last foe she faced was a great stag that would not die, no matter how many wounds she dealt to it, so she pinned the creature to the bottom of a lake with her sword, so its rampage would end.

DC 30. Anyariel was loved by a dryad named Timbre who gave her the wooden sword, and a nymph named Gwenvere who was jealous that Anyariel did not love her. It was in the nymph's lake that Anyariel defeated the stag.

The Dream Seeds (EL 4)

On the third floor of the tower, behind a locked door (AC 15, HP 13) requiring a successful DC 19 Strength check or Dexterity (Thieves' Tools) check to open, is a closet filled with housekeeping materials, as well as a shelf holding a pouch labeled "For later study." The small paper pouch contains seven small, blackened seeds shaped like claws. A sleeping face is drawn on the pouch, and written in Goblin are instructions: "Take one for visions of the firemaker. Do not take more. These are poison."

Bhurisrava's notes call these "dream seeds," explaining they were taken from the corpses of goblins who had helped set the fires. According to a *speak with dead* spell, the seeds are supposed to create prophetic visions of a "dream realm," but Bhurisrava felt no effect when he tried one, and he risked not take another. He filed them away, figuring they were useless. The goblins had been natives to the caves under the forest, hired by an orc who claimed to be Ragesian, but Bhurisrava could find out no better information from them.

In truth, the **seeds** are a sleep-inducing hallucinogen that, when taken in areas of strong psychic energy, induce incredibly vivid dreams. Bhurisrava could not experience these visions, because the elvish trance is not sleep.

The seeds have the unique effect of alerting nearby telepathic creatures. Whenever a creature falls asleep because of one of these seeds, it begins to dream and have visions, and every telepathic or psionic creature within several miles feels a mild draw toward the sleeping creature. When the Shahalesti wanted to set fire to Innenotdar, Lord Shaaladel was aware of the presence and nature of Indomitability, and so his agents recruited goblin agents to set multiple fires, telling them each to take one of the seeds. This would attract Indomitability, encouraging the trillith's essence to infuse the burning forest, to keep the flames from being put out.

Any creature who falls asleep from a seed experiences wild dreams, seeing a highly impressionistic version of the forest fire for a moment, before their perception begins to fly to places of interest, seeing visions of family members, old friends, or sweeping and horrifying flashes of blood and swords in Gate Pass. All throughout they hear a distant song in distorted Sylvan, and feels a persistent sense of someone hiding in shadows at the edge of their vision.

While it is unclear to the dreamer if these are

PREMONITION

If Crystin handles the seeds, she starts to get very sleepy, and almost falls asleep standing up. If allowed to sleep, she quickly slumps to the ground, and starts rumbling in deep roars in her sleep. Most of the words are incomprehensible, but those who speak Draconic can make out: “Return to the Mother... Captive in Freedom... Wake up. Wake up!”

simple hallucinations, they are faintly prophetic, giving you an opportunity to show events going on elsewhere in the world. If two or more characters both sleep because of these seeds, they see the same dreams, which may provide unwanted insight into each other’s secrets.

However, a few moments after falling asleep in the tower, the sleepers see silvery-blue serpents appear in the dream realm. The serpents fly toward the sleepers, and their whip-like tails stretch out and lash them with the whip-like tails of their ego whip, and causing the hit sleepers to cry out in the waking world, though they remains asleep. The coiled, draconic serpents—the physical manifestation of a dream elemental—appears in the real world and takes on a solid form, drawn to the psychic energy of the dream seeds. It begins to attack waking characters.

Creatures

2 Dream elementals

Add or remove an elemental for every 2 PCs in a party larger or smaller than 4 PCs.

Tactics

Drawn by the unleashed psychic energy of the dream seeds, the dream elementals target characters who are awake, striking them with ego whips. They periodically try to use *sleep* to cause more of the heroes to go to sleep and use their warp reality reaction against attacks or spells they feel are very dangerous.

If all sleeping characters in the room are awakened, the dream elementals become frantic and tries to get someone unconscious again, banished back to the “dream realm” at the end of its turn if everyone is awake.

The elemental is not aware of the dangers of teleporting, and so will still use *dimension door* if it needs to flee. However, it vanishes in a burst of flame, and much to its surprise takes 1d6 fire damage per 100 feet traveled, perhaps killing it.

EXPLORING THE VILLAGE

The village, the name of which has been forgotten, consists mostly of ruins of little interest—burned out homes and stores, a park whose trees were cut down so they would die and stop burning, and the occasional wandering animal afflicted with the indomitable fire template. The village is a quarter mile across, full of homes built into the boughs of trees or along the contours of hills. In the village’s center, atop a low hill, is the Shrine of Anyariel.

Searching the Ruins

Each hour the heroes spend searching the village’s ruins they can each make a group DC 19 Intelligence (Investigation) check to locate one of the following incidental treasures. However, each hour the heroes search, there is also a 25% chance that they are attacked by some swarms of indomitable fire bats, hell hounds, or some similar creatures.

- A [sylvan necklace](#).
- A [finely-crafted musical horn and lyre](#). Also a song book wrapped in thick blankets, containing psalms worth 5 gp.
- A similarly-wrapped book detailing tattooing methods intended to create a single tattoo across the bodies of two people, a mark of eternal love. The book is a masterpiece worth 200 gp, and the tattoo would require a DC 23 Dexterity (Tattooist’s Supplies or Calligrapher’s Supplies) check to create.
- An [ancestry cord](#).

The Shrine of Anyariel (EL 4)

The Shrine of Anyariel is a beautiful fountain in the shape of a grand willow tree with drooping branches, which once rained soothing water upon a wide, shimmering pool surrounded by a ring of seventeen old oak trees. A walkway of stepping stones led to a small “island” in front of the tree, where townsfolk would offer prayers and thanks to Innenotdar’s last hero. Now the water has boiled away, and only the trees remain, occasionally raining fiery debris. The stone willow tree is covered with ash.

One of Innenotdar’s most harrowing and revolting tragedies lurks now at the grove. Two druids—a husband and wife who had pledged themselves as caretakers for seven children—tried to hide with the youngsters in caves upstream, on a tributary of the river that has since boiled away. They hoped to wait for the fire to die out, but when it did not, the couple began to eat the children. For this act, they rose as

ghasts upon their eventual death.

These two undead eventually found their way to the village, and they set an ambush that they have never sprung. Forty years have passed, and when the heroes come into the grove, the ghasts' senses awaken them for a hunt. After they are defeated, the heroes can find a scorched journal on one of the ghasts that details their lives, their flight from the fire, and their descent into despair and desperation as they turned on the children.

Creatures

These ghasts have dried out in the fire forest for so long that they are resistant to fire damage.

2 Ghasts

Adjust each ghaſt's hit points up or down by 25 for every PC in a party larger or smaller than 4 PCs.

Tactics

The ghasts hide in the branches of the stone willow tree, 15 feet up, and require a DC 18 Wisdom (Perception) check to notice, and even then they appear at first glance to juſt be dried, cracked corpses, their limbs eerily drift in the aſhen wind like actual willow branches. If any creature comes within 10 feet of the base of the tree, the ghasts leap down and attack.

Under the Shrine (EL 10)

There is a ſecret door in the trunk of the ſtone willow tree DC 19 Intelligence (Investigation) check, which was warded by the priest Bhurisrava as he was dying, to keep evil doers from eaſily entering it. The door itſelf cannot be eaſily opened, as it has no lock. A cleric can expend a uſe of Turn Undead to open the door, and indeed the door will open if it is in the area of a turn attempt uſed againſt the ghasts. Also, a ſuſſeſſful DC 21 Strength or Dexterity (Carpenter's Tools or Woodcarver's Tools) check can force the door open, but doing ſo calls forth a guardian deva bound in the tree, who demands that they explain themſelves. Likewise, any violence within the ſecret reliquary alerts the deva. Reward any heroes who ſuſſeſſfully locate or open the door with inſpiration.

The deva was placed here by a god of healing in answer to the prayers of an unknown priest. The heroes are the firſt creatures to awaken the deva, who knows nothing of the events of the fire forest or of the reſt of the world but ſays that their duty is to protect this ſhrine until thoſe reſponsible for the

deſtruction of Innenotdar are brought to juſtice. If the heroes convince the deva that they will work to that end, or at leaſt will not work againſt the deva, the deva lets the heroes enter.

The twenty-foot ſtairway down into the baſement is bathed in blue lumineſcence. When the heroes reach the baſe of the ſtairs, they find the hidden reliquary of Anyariel, once maintained by the town's priests. The dryad Timbre received Anyariel's body after her death, and gave a lock of her lover's hair to the ſhrine. It has ſince been ſtolen.

The deva begins as Neutral. If made Friendly, the deva can lend healing to the heroes, but the deva cannot go beyond the ring of trees ſurrounding the ſhrine.

This twenty-foot diameter chamber radiates peace and patience; the ſoft blue air whiſpers with a hallowed, diſtant ſong. The chamber's center is dominated by a tall white ſtatue depicting an elven woman plunging a greatſword deep into a rampant ſtag. The ſword, though carved of ſtone, looks like it is made of wood and covered in vines that entwine the elf woman's hands.

At the ſtatue's feet lie two immobile figures. The firſt is dressed in the uniform of a Shahaleſti ſoldier from decades paſt, his body wreathed in pale flames that ſtruggle to burn. The man's eyes are closed, as if he is in a deep ſlumber. Likewise along the ceiling, tree roots growing down from the ſurface flicker with fire, but the flames are ſubdued, as if the light holds them at bay.

The ſecond figure, a young male elf with red hair, wears the robes of a priest, though he carries no holy ſymbol. Numerous claw wounds mark his face and body, and he does not breathe, though his body ſhows no ſigns of decay. His arms are ſpread as if he fell in battle, and a mace lies inches from one of his hands. It points to an elaborate glaſs diſplay caſe near the wall, which has been ſhattered, its contents miſſing.

Previously, over a dozen deſpairing townſfolk had taken refuge here after they had fallen victim to the indomitable fire. They ſought aid from Anyariel, an end to their ſuffering, but when the hero did not come to their aid they choſe to curſe her inſtead. Bhurisrava found them, lying burning around Anyariel's ſtatue, and eventually he took them away to the Mouth of the White River to be tended by the unicorn Nelle.

Bhurisrava kept only one ſurvivor here, a Shahaleſti ſoldier. Bhurisrava ſtayed at the ſhrine to interrogate the tortured ſoldier, eventually getting

a confession from the man that the Shahalesti were responsible for setting fire to Innenotdar. Bhuristrava believed that he could not take the man out of the forest without killing him, so he remained here, looking for a way to heal the man and keep the evidence.

Unfortunately, the nymph Gwenvere, amid all the destruction of the burning forest, sought to steal a relic of her beloved Anyariel. She used magic to slip into the reliquary, and when Bhuristrava tried to stop her, she killed him, and stole the lock of Anyariel's hair and took it back to her cave. As he lay dying Bhuristrava prayed that some god would protect what he had failed to—the evidence that would bring to justice those who destroyed his homeland.

The Shahalesti soldier, Diashan Shediell, is magically in a state of suspended animation. Even if he is released with *dispel magic* (DC 19), Diashan's fate is the same as every other indomitable fire creature. He will quickly die if Indomitability's fire leaves the forest without someone having bonded to the Living Blade. If he is freed and the heroes save the forest, Diashan can provide full information of the Shahalesti plot to destroy Innenotdar including that Torfendar Kiirodel, his commanding officer in the Solei Palancis, magically disguised himself as an orc Ragesian officer and paid goblins to set fire to the forest. His great suffering, and his time under Bhuristrava's merciful care, compelled him to repent.

Creature

Deva

Adjust the deva's hit points up or down by 25 for each PC in a party larger or smaller than 4 PCs.

Tactics

If the heroes damage the evidence within or attack, the deva attacks, attempting to knock the heroes out but striking to kill if necessary. If successful, the deva deposits the heroes outside the grove before magically repairing the door and returning to the heart of the tree.

STAYING AT THE VILLAGE

The longer they stay at this location, the more concerned about resources the heroes may become, especially if they wind up exploring. Keep in mind the quantity of *stand the heat* potions that Torrent provided, and the current size of the party. It is possible that Torrent or a PC can cast *stand the heat*. If the heroes still are running low on defenses

PREMONITION

If the heroes plan to head down the path in "Beyond the Village," Crystin screams, believing herself to be on fire. Her head snaps from side to side as images of the rest of the group transformed into fiery zombies flash before her. She finally collapses into a seizure, nearly choking on her own tongue. As the seizure fades, she deliriously mutters, "This is no sacrifice. It is only death. Nothing will be saved."

against the heat, it may be time for Kazyk's Offer or The Trouble with Tiljann to get the heroes moving quickly.

Beyond the Village (EL 12)

Indomitability does not wish for the heroes to leave the forest without freeing it, so the path along the Elfrogd on the far side of the village is blocked by **fire curtains** every ten feet, stretching for hundreds of feet. Should the heroes attempt to press through the flaming barrier, a many-headed serpentine monster coalesces from the forest fire, blocking the roadway. Additionally, every round another flaming stag emerges from the forest, like the ones from the **Trial by Fire** encounter, until the needed total have joined the fight. All throughout the battle, the telepathic voice of Indomitability roars into their minds, "Yield! Serve me, or you shall never escape!"

Should at any point the heroes retreat or declare they will do as Indomitability wishes, the creatures break off their attack immediately, at least against those who have agreed. If the heroes manage to push

WHAT IF THEY ESCAPE?

If the heroes somehow manage to defeat all of the creatures Indomitability sends against them, its power to control the fire forest will have been expended for the near future, the fire curtains dissipate, and the heroes will be able to simply travel another eleven miles to the forest's edge. While the blockade is something of a railroad for the heroes, if they are strong enough or pig-headed enough to simply fight their way through, they should not be forced to deal with the affairs of Innenotdar. Kazyk will come to them with his offer while they are wounded, and if they refuse, he will attack, admitting sadly that he respects their fighting spirit.

The heroes can also escape the forest via the falls or by flying away on a giant bird from a feather token. In the heroes' absence, Deception convinces the seela to end their song, which frees Indomitability and causes the forest to burn itself to a final death.

past these sentries and run down the road, they chase at top speed.

Creatures

Medium fire elemental

Fire-breathing hydra

Add or remove an elemental for every PC in a party larger or smaller than 4 PCs.

EXPLORING THE WHITE RIVER

When the heroes are ready to take to the river, a successful DC 10 Wisdom (Survival) check orients them. The river flows from the northeast, heading southwest. Based on their maps and the distance they've traveled so far, it is likely about ten or twelve miles to where the river first enters the fire forest. The heroes might be looking for a way to avoid having to deal with Indomitability or Kazyk, and while heading upriver will not let them easily escape, this route provides them with potentially valuable information. It is eleven miles upstream to the Mouth of the White River, and seven miles downstream to the seela Village. The White River is about thirty feet wide, though its banks were once fifty feet across. The now dry river banks—their water burnt away by the forest fire—are ten feet wide on each side, smooth and clear of fire. This path keeps the heroes distant from even the more grasping fingers of flame, and water is close enough to put out any fire that does catch them.

Going Against the Flow (EL 5)

Perhaps because they refuse to be herded by Indomitability, or perhaps because they're investigating clues from Bhurisrava's journal, the heroes may head upstream. The wind coming down the river is fairly strong. Three times during the trip upstream, a [cinder cloud](#) sweeps across them. The cloud covers the whole river like a tsunami of flame, and it comes and goes in less than a round. A successful DC 13 Wisdom (Perception) check detects the cloud one round before it hits, giving a character time to put up defenses or take cover.

Just before the third of these cinder clouds, a successful DC 17 Wisdom (Perception) check detects a strange, red-scaled creature lurking behind a burning tree.

Creature

Salamander

Adjust the salamander's hit points up or down by 25 for each PC in a party larger or smaller than 4 PCs.

Tactics

As soon as the cinder cloud passes, the salamander strikes, trying to take the weakest-looking hero hostage. Creatures face down in the shallow water near the bank are prime targets, as are those who are incapacitated or away from the rest of the group. The salamander views this as their domain and wants tribute to allow the heroes to pass. If the heroes refuse to negotiate, the salamander takes the unconscious hero into the burning forest, where the hero starts being burned by the indomitable flames. This may be a good time to introduce [Kazyk's Offer](#) and have him rescue the hero from the flames.

Fiery Rapids (EL 5)

At some point along the heroes' path, they come to a section of what were once rocky rapids, but are now simply rough stones that slow the shallow river's flow. Numerous magmins peek out of the holes in the stones, visible from quite a distance. They are mischievous and eager to burn creatures that are not immune to their flames. To get past this 50-foot section of the river, the heroes will either have to fight the elementals, negotiate with them, or press through the live flames of the forest.

Creatures

8 [Magmins](#)

Add or remove 2 magmins for every PC in a party larger or smaller than 4 PCs.

The Mouth of the White River

After eleven miles of travel, the heroes reach the point where the White River feeds from the mountains into the valley of Innenotdar. Here a beautiful waterfall cascades over the sheer side of a tall cliff face, its waters pouring off the roof of a small shrine that sits on a island in a lake at the base of the waterfall. The area around the pool, the cliff face, and the pool itself all have burning vegetation on them, but it is thinly spread, and strong winds from the confluence of cold mountain air and fiery drafts creates a constant haze of steam and fog. The shrine is known as the Mouth of the White River, and it is the home of one of the last untainted survivors of Innenotdar, the unicorn [Nelle](#).

Nelle is old, his white coat turned gray by ash, his

horn chipped and burnt, but he still stands vigil, maintaining a decades-old promise to the priest Bhurisrava. The unicorn starts as Friendly to any strangers, but he is judgmental. If he detects any evil motivations, his attitude will become Hostile, and he will tell the heroes his home has enough evil already and they must leave.

As long as he detects no evil intentions, Nelle offers healing and information while sizing up the heroes to see if they might be brave enough to try to save the forest. He is somewhat desperate, and will accept even less-than-ideal heroes. Nelle tells the heroes that it knows some strange creature has taken the forest as its body, and that occasionally it feels the creature in its dreams. Once he heard it call itself a “child of Trilla,” and several times Nelle has heard the word “trillith” rumbling through the forest like the dreamy whisper of a slumbering giant.

A successful DC 23 Intelligence (Arcana) check recognizes Trilla as the name of a very young gold dragon who was held hostage by Drakus Coaltongue many years ago, long before he became emperor. The half-orc warlord used the child as leverage to force its mother to serve him.

Nelle asks the heroes to follow the river downstream and see if they can find a way to kill this “trillith” that calls itself Indomitability, or even to release it so it will no longer harm the forest. There is a village of creatures called seela, fey who once carried the song of the forest from one end to the other. Now they are trapped, though sometimes Nelle thinks he can hear their song. He knows their song has some sort of magical power, and wonders if perhaps it may be partially involved in the forest still enduring after all these years.

Nelle has never gone far downriver, unable to brave the heat of the forest fire, and if asked to accompany, he refuses, saying that he has a duty to attend. At this point, he shows the heroes to a small cave behind the waterfall.

Inside, the party can distinctly hear the cries and moans of many beings, and occasional curses in Elvish. These come from eighteen elves that lie about the cave, their naked bodies on fire. Nelle explains that Bhurisrava brought these victims of



the flame to him for tending, with hope that one day they might find a way to cure their affliction. The elf priest had felt a weakness in himself, a desire to end the suffering of his brethren, and he asked Nelle to watch them so that he would not be tempted to take their lives when they might some day be saved. Their minds are long gone from the pain, and Nelle suggests the heroes do not linger, as they are a disturbing sight.

Nelle says that Bhurisrava once took one of the despairing up the waterfall cliff, carrying him out of the fire forest in hopes that it would save him, but as soon as he was out of sight of the flames he began to die, like a candle guttering. Even healing magic did not halt the man’s death. Nelle thinks that only by driving off the trillith can they be saved.

If the heroes impress Nelle or seem genuinely interested in helping, he directs their attention to a small sculpture of an eagle and dragon chasing each other in a circle, located near the back of the shrine, formed of clay, feathers, scales, and many other small beautiful items. The heroes can pull a total of three feathers from the eagle and three scales from the dragon. These function as **feather tokens**:

PREMONITION

As Nelle speaks of the dreams he has had, Crystin’s eyes close, and she sways, whispering the same words as Nelle. When Nelle is done or if someone snaps her out of it, she says that she has had similar dreams, ever since she was a child living near the fire forest.

two birds and one boat can be had from the eagle sculpture, and the dragon sculpture yields two whips and one bird (the dragon-scale “bird token” looks like a gargantuan red dragon when used).

Finally, before they go, Nelle warns them to be careful of teleportation. A week ago he used his ability to teleport to cross the river, and he ended up burning himself somehow. He’s not sure if it is tied to the fire forest, but he has a suspicion it is not, because this was never a problem until recently.

Getting the Hell Out of Here

The waterfall by the Mouth of the White River is the only place where the party might be able to easily exit the fire forest, by climbing up the side of the 30-foot cliff near the waterfall with a successful DC 11 Strength (Athletics) check. Creatures not immune to fire damage make this check with disadvantage as they climb through the [flaming undergrowth](#) that clings to the cliff face. Alternately they could attempt to climb up the waterfall itself with a successful DC 19 Strength (Athletics) check to avoid the flames.

Heroes that successfully scale the cliff see the scope of the entire forest through the smoke and can make a rough map that includes the Elfroad, the White River, Bhurisrava’s tower, and Lake Seela. If the heroes do leave the fire forest, they have at least a forty mile trek east and south around its border through trackless snowy mountains in the middle of winter before they can get back to the highway at the southern edge of the fire forest.

Kazyk’s Offer

This encounter needs to occur before the heroes reach the fey village on Lake Seela. Most likely Kazyk will speak to the party while they are on the river headed north.

Kazyk the bearded devil has been called from his home plane to prevent the heroes’ group from leaving the Innenotdar Fire Forest alive and to retrieve the case. While the obvious solution is to kill the entire party, there is also another solution—to destroy the fire forest. If there is no longer a fire forest, Kazyk will technically have prevented them from leaving it, or so is his logic. Also, he figures that his superiors will not mind him opening up a new roadway which they can use to conquer Dassen to the south.

Kazyk has been contacted by Indomitability as well, and after that meeting he came up with a plan. He figures that the quickest way to destroy the forest is to kill the entity. If things go wrong, he knows he isn’t strong enough to tackle Indomitability alone,



and he suspects the fey keeping the creature trapped would not be receptive to his infernal charms, so he approaches the party, hoping to recruit them for their common goal: to leave the forest.

To do so, he meets them as peaceably as he is able, using *misty step* to arrive where the party is and appearing in another floral bloom of fire. He keeps his distance, and hails them, laying his glaive at his feet. He greets them boisterously, pretending to be friends.

“Hail, champions! It is sad that we meet in such a vile place, and under such cruel conditions. You flee Gate Pass, under the descending fist of the Ragesian Empire, toward a temporary safety. You and I both know Ragesia won’t let you escape as easy as that, but we don’t have to have this come to blows.”

He points to his neck with a gnarled, green finger, showing off an iron collar.

“Indeed, I am one of their dogs, leashed and collared by one of their inquisitors. I am bound to their letter, but I bear them no respect. You, though, you have my respect. You fight well, I’ve seen. I have no desire to throw away more lives than is necessary, particularly not my own, and I share with you the desire to escape this place as soon as possible.

“I think we can work together, to find a way out of this fiery wood. As nice as it is for me, I do not think you like it so much. Well, do I have your ear? Are you interested in alliance?”

Kazyk, like any devil trying to bargain, is being mostly honest, leaving out only the “minor” detail

that his plan will likely cause the death of nearly every creature in the forest. If the heroes are willing to talk, Kazyk presents his plan. Indomitability is the source of the fires. To fulfill the conditions of his summoning and free both him and the heroes, they must go to the lake and kill Indomitability while he is trapped under the surface. Kazyk pledges to help their fight and to let them go peacefully once Indomitability is dead and the forest has burned itself out. He says they should be safe in the lake bed for the day it will take for the fires to die.

Also, he adds like an afterthought, he needs to take the case they stole back to his superiors. “A small price to pay for your freedom,” he says.

While accepting this “deal with a devil” might violate a paladin’s code, it is not itself an evil act. It will get the party out of the fire, and in many ways is the safest option. However, Kazyk will guide the group to perform acts for the sake of expediency, not goodness, and the heroes may quickly find themselves in a moral quandary. The devil has little interest in helping the heroes save the seela, and will break an alliance with them if they want him to help with such goodly activities. If the heroes head toward this route, provide opportunities for them to learn that Indomitability is keeping everything alive, and his death spells doom for the forest and its inhabitants.

If the heroes decline Kazyk’s offer or attack him, he’ll pick up his glaive, shake his head regretfully, and *misty step* into the forest. His intention is to shadow the heroes and wait for them to be weak or injured from some other encounter, and then to attack and finish them off. If he gets no other chances, he will face the heroes before they leave the forest, perhaps even teaming up with Indomitability or Deception to fight them. Finally, even if the heroes work with him and follow through on the plan, he still needs the case from them.

The Trouble with Tiljann (EL 7)

This encounter also needs to occur before the heroes reach the fey village on Lake Seela. The most likely place is in the tower on the bridge just outside the elf village, at some point while the heroes have just started or just finished resting, or when they’re nearly ready to head downriver.

Wisps of song emerge from the ever-present roar of the forest fire. Sung in a mournful minor key, but with a discordant trace of hope in the voice, the aural melody

sounds like something from the swallowing depths of an endless dream. For a moment you think you see images of tragedy and history at the edge of your vision, but then your attention snaps back to the real world as you realize the song is real, and its singer close.

Tiljann is a young seela woman, in the sense that she is only about fifty years old (the equivalent of late teens in a human), so the fire forest is all she has ever known. She has long been curious about the rest of the world, and has memorized the Tale of the Longwalker, a hopeful section of the Song of Forms that the seela seldom repeat today. She has been suspicious about one of her fellow seela, Vuhl, who has begun acting differently in the past few weeks. She questioned him, and he told her that he had traveled to the ruins of a lost Elf village upriver, where he saw something he could not speak of, something beautiful, that gave him hope that some of their people might survive if the song ends. Excited, Tiljann planned a trip for herself, and it is on this trip that she comes across the heroes.

Unbeknownst to Tiljann, the man named Vuhl is another trillith, like Indomitability. This trillith, who calls itself **Deception**, came to the surface recently with a mission to free its brother from the fire forest. This is particularly difficult because the song of the fey keeps Deception trapped in a body, but his innate powers allow him to take whatever appearance he desires. He snuck up on Vuhl when the fey was alone, killed him, and took his form, and has been deceiving the seela ever since.

Deception has slowly been encouraging dissent among the seela, trying to get them to stop singing the song. Usually he simply speaks as Vuhl, who has become the leader of the rebels, but when necessary he has taken other forms to sow doubt and despair. He says that releasing the spirit that keeps the forest burning will end their suffering if they just die. There is no reason to keep singing. So far, Deception has convinced almost two thirds of the forty person village, and now only seventeen seela continue the song, singing in shifts of three or four.

Tiljann has been one of the strongest opponents to simply giving up and dying, but she likewise sees no point in singing forever. She longs for another solution, and Deception is worried she might find one, so he plans to have her killed. After giving her the fake story about something beautiful at the Elf village, Deception convinced six of the most vehement supporters of ending the song to follow Tiljann and, when she was far enough from the

village, to kill her.

The Attack

When the heroes hear the song in the distance, Tiljann is leaving the river and is climbing the river bank, looking up at the bridge and tower in curiosity. She is not trying to hide, and is absent-mindedly singing a section of the Song of Forms. Unless a PC heads out and spots her first, she comes onto the bridge and is just about to enter the door of the tower when the seela rebels attack. Tiljann flees into the tower, even if she has no idea the heroes are there. When she sees them, the first people ever to come from the outside and make it this far, she knows she has found “something beautiful,” and she finally knows what hope is.

The rebels followed at a distance all the way from Lake Seela, waiting as per Vuhl’s instructions until Tiljann reached the elf village. Then they snuck into position. The attack begins as soon as the heroes see Tiljann, or just before she enters the tower if they do not go out to investigate.

Creatures

4 Seela rebels

Add or remove a rebel for every PC in a party larger or smaller than 4 PCs.

Tactics

Primarily trained in driving off or killing animals, the seela rebels fight like a pack of wolves, preferring to surround enemies and cut them down from all sides. They don’t have many tricks, though they are trained well enough to aid each other if they want to take down an armored foe.

The seela rebels are so used to fighting off “survivors” who are possessed by indomitable fire that they initially think the heroes are simply monsters to be killed. Once a fight begins, the seela begin chattering in Sylvan, confused, wondering who these outsiders are. They have been convinced by Vuhl, however, that the end of their suffering is near, and so while they might listen to negotiations, they are Hostile to the heroes, afraid the foreigners might interfere with Vuhl’s plans.

If the rebels are reduced to only two, the remaining warriors leap off the bridge and glide to the river bank, then run as quickly as they can to Lake Seela.

Tiljann inspires courage to the newfound outsiders, singing with a voice that carries the beauty of what the forest must once have looked like, despite Tiljann’s frail body. She then turns her fellow seela’s

tactics against them, separate the rebels, or using *hideous laughter* to take out a particularly vexing foe. However, she does not want anyone killed, crying out and even going so far as grappling a PC to try to stop him from finishing off a fallen seela.

Aftermath

After the encounter, Tiljann’s reaction depends on how the heroes acted in defense of her. She starts as Friendly, unless the heroes killed one of the Seela, in which case she starts as Neutral.

If Tiljann is made Hostile, she answers no questions and warns the group that her people’s problems are their own, and that they should not follow her. She flees as quickly as possible.

If Tiljann is Neutral, she explains who her people are. After the heroes have talked with her for a minute or so, have the spokesperson make a DC 11 Charisma (Persuasion) check, changing her attitude to Friendly on a success. If she remains Neutral, she wants to leave the heroes, feeling somewhat afraid around them. She’ll answer direct questions, but will recommend that the group head upriver where she knows an exist from the forest exists.

If Tiljann is Friendly, she’ll explain that she thinks the other seela attacked her because they want the song to end (though she has no idea Vuhl was behind it) and will invite the group to come with her to the village. She will explain the history of her people, Anyariel, and the flaming stag, and express her hope that they might be the ones to free her people. She can also tell the heroes about the nature of the Song of Forms, and she will offer to teach it if someone who is able to understand Sylvan asks. This would take a few hours. So she prefers to do it back at her village. She thinks that she will be safe there once she tells Papuvin, their leader, what happened.

A Friendly Tiljann will ask to join the party and to help them fight to save her village. She will trust them as long as they do not take active efforts to hurt her people, though she expresses doubt to any plan that releases the fire spirit. If she is Neutral, while she will accompany the heroes if asked, she takes no part in battle.

ACT THREE: OUT OF THE FIRE

As the party comes to the seela village, their main options for escaping the forest should be fairly clear. Indomitability is trapped, and if the heroes can free him he will let them go; he wants to take revenge, but perhaps he can be convinced otherwise once he is released. Kazyk mostly just wants the forest gone, and thinks the easiest way to do that is to kill Indomitability and the fey. Tiljann (and the unicorn Nelle for his part) want to save the forest, and if the heroes have taken time to talk with her, they can learn how.

When the heroes near Lake Seela, the fey song alerts them to the presence of a nearby community.

Ahead, the shores of the river widen, and the banks slowly rise until they are ten feet or higher. Fires still crackle with resilient fire atop the cliffs at these distant banks, but this wide area is free from flame. The ever-present ash is thinner here, and you can see the gray surface of a murky lake a mile ahead, seeming to stretch away for miles more. You realize that where you walk was once part of the lakebed, which must have been burning away slowly for many years. The heat here is weaker, but still sweltering without magical protection.

From down the river and around a distant cliff, a haunting chorus pierces the sounds of the inferno. There is magic in the air, and its song is like a dirge. The flames of the trees dim as it swells, but the voices singing it are weary, and the fire seems unquenchable.

Lake Seela is two miles across, a flat pane of ash-coated water that dimly reflects the infernal glow of the forest fire surrounding it. Day and night, clouds hang over the lake, blocking most other light. Its shoreline is typically twenty to fifty feet wide, surrounded by 10- to 20-foot-high cliffs, many spotted with caves that are sometimes occupied by indomitable fire bears or similar animals. Similar caves under the surface slowly drain the water away into the great darkness of the land below, and the forest fire has slowly boiled away much of the original lake. Around Lake Seela, the temperature dips to a modest 120 degrees.

The seela village is located on the lake's northeast shore, not far from the White River. The burning grove of the nymph Timbre is about a mile north of the seela village, and can be reached by way of a dry, high-walled gorge that once held a stream. On the southwest shore of the lake is Gwenvere's pool. Indomitability himself is pinned to the floor of

the lake, 20 feet down, just offshore from the seela village. No other major roads or pathways reach the river, though feel free to place additional encounters around the lake if you desire.

SEELA VILLAGE

The seela village consists of a dozen huts created with *stone shape*, several caves in the cliff-face, and a 15-foot-tall stone watch tower on the shore. At all times, three or four seela stand atop the tower, singing the Song of Forms, their voices carrying across the lake and echoing back like a chorus of dozens. A simple wall of burning foliage lines the shore, serving as a barrier against encroachments by the merrow of the lake, while a 5-foot stone wall stops approaches from the southeast. The only entrance is from the northwest, though a narrow ravine leads out from the north of the village.

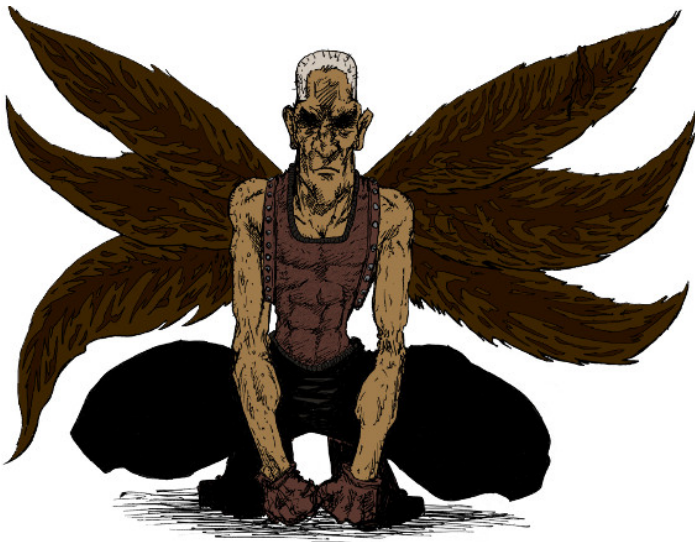
A total of thirty-nine seela live here, minus any who the heroes might have killed. Seventeen singers continue the Song of Forms in shifts, including Tiljann and **Papuvin**, the leader of the village. The other twenty-two are the rebels, generally listless and quiet, desiring little but a reason to end their suffering. Finally there is Vuhl, who is in truth the trillith Deception.

If they spoke with Tiljann or the surviving seela rebels, the heroes should know about Vuhl and Papuvin, though the different seela would be biased in their descriptions. Tiljann sees Vuhl as suspicious and Papuvin as a noble and selfless leader, while the rebels see Papuvin as a masochist lunatic and Vuhl as a wise savior.

When the heroes arrive, one of the singers atop the tower spots them and beats a wide drum to alert the village. It takes a few moments for most of the seela to respond, but Papuvin emerges from his cave immediately and glides down hastily to confront the party; in the distance, Vuhl glides out of the shadows of his cave, curious about this new development.

After some initial caution, Papuvin lets the heroes introduce themselves, then asks for them to come to his cave to talk. If Tiljann is present, she tells her side of the story, which may make things better or worse. Vuhl is conspicuous at the back of the crowd, catching the eyes of the heroes before slipping back to his cave.

Papuvin is not looking for help. He welcomes the heroes and offers them his cave as a place to rest and be safe from the heat of the forest fire, at least



for a few days, but all he cares for is to keep singing the Song of Forms, which he sees as his duty. If the heroes want to accomplish something, they will probably need to talk to either Tiljann or Vuhl. If the heroes do not take initiative, Vuhl contacts them of his own accord.

Papuvin is willing to answer any question the heroes have, and he has almost all the information they could need to pursue the two most likely paths in this section, but he will not offer any information for which the heroes don't think to ask. The one key thing he does not know is that Gwenvere possesses a lock of Anyariel's hair, which the heroes could use to easily gain access to Timbre's grove.

GATHERING INFORMATION

Regardless of the path the heroes choose, they may want to gather information in the village. The information below can be retrieved from Friendly villagers with successful Charisma (Investigation) checks, revealing information based on the threshold achieved. Make one check per topic.

Vuhl

DC 8. Vuhl appears to have recently had a revelation that his life is meaningless. He wants the seela to embrace death, to stop fearing it, and to stop singing so that death can come to them. He says that by freeing the fiery stag, their spirits will be free to die, along with the forest.

DC 19. Vuhl has been acting strangely for the past few weeks, taking longer to respond to questions than seems normal. One seela adept using detect magic noticed, quite by chance, that Vuhl seemed to be affected by some familiar Transmutation effect,

though the adept thinks he might just have been sleepy that day, and be misremembering. If made Friendly, the adept (who starts as Neutral) admits that the magic was like something affected by the Song of Forms.

Tiljann

DC 8. Tiljann is eager to find a solution other than singing forever or dying. She has recently begun training, practicing new magic that she hopes will let her escape the forest.

DC 11. She particularly loves the Tale of the Longwalker. This old story tells of a seela named Etinifi, a bard who managed to escape the fire forest on a mission to find help. That was forty years ago, and he has never returned, but sometimes it is said that his song reaches the lake on the darkest, saddest nights.

The Song of Forms

DC 8. The seela have sung the song, or variants of it, for centuries, though never so fervently as they do now. The original purpose of the song was to give body to the native spirit of the forest for holy festivals, and to evoke in listeners nearly real images of the events told. The first words of the song are: "Life is a dream that has found its form. I sing these dreams, these tales, these legends that they might born."

THE SEELA VILLAGERS

The seela have separated into two factions.

The Singers. This group wants to continue to sing the Song of Forms for as long as possible. If they are attacked, they flee or beg for mercy. They are curious about the heroes, starting as Neutral.

15 Seela singers ([seela commoners](#))

Papuvin

Tiljann

The Rebels. This group wants to end the Song of Forms, which they hope will free them from the forest. The guards and hunters only fight to defend themselves or other seela, but they prefer to flee to safety—their morale is low, and, as a group, they are somewhat depressed anyway. They do not trust the heroes, and start as Hostile.

4 Seela caretakers ([seela commoners](#))

10 Seela guards

8 Seela rebels

Vuhl ([Deception](#))

The lyrics in the verses can change, and each singer usually personalizes it to his own favorite tales, but the singer must use a particular rhythm and pitch, something like a extemporaneous choral composition (imagine a faerie-blues jam session). Additionally, a series of eight refrains must be repeated as the song is continued.

Early in the Song of Forms, most of the fey of the village sing the line: “So as we were born from the First Tree, so as from our homeland’s breast was cut a living blade, as this our lives are bound to thee, the forest’s heart in Timbre’s glade.” It refers to the living blade, which was cut from the First Tree of Innenotdar, to which the dryad Timbre is bound. The living blade was wielded by Anyariel, and it currently pins Indomitability to the bottom of the lake.

The seela do not know the significance of this line, but they suspect the dryad would. However, she is tormented by the forest’s flame, and will not accept visitors.

The Rest of the Lake

DC 8. The seela tell about the nymph Gwenvere, who has turned into something horrendous. Many believe she was tainted by an unfulfilled, jealous love for Anyariel. Anyariel’s heart was only for the dryad Timbre, however, and even before the forest was set afire, Gwenvere and Timbre were rivals. Also, unrelated to this, the seela say there were once a group of merrow that lived in the lake.

DC 11. Gwenvere occasionally emerges for small, meaty sacrifices, hungry for the burning meat of animals.

DC 15. When Anyariel died, Timbre donated a lock of her lover’s hair to a shrine, and sometimes seela who go exploring hear the dryad weeping for her lost love.

Other

If the heroes do not think to ask about the Song of Forms specifically, they might still overhear key passages during their time here if someone understands Sylvan. If the heroes accepted Kazyk’s offer and he learns about Gwenvere, he suggests that the nymph might be preserving the lake and that killing her might cause the lake to boil away, giving easier access to Indomitability.

TWO PATHS

Two main paths lie before the heroes. Each progresses through a series of encounters, detailed below. These are just the likely course of action,

and indeed the heroes might find themselves reconsidering their initial decisions.

Vuhl’s Path—Seela Death

This chain of encounters includes [Deceptive Alliance](#), [Shrine of Love](#), [Dryad Burning Bright](#), [Silencing the Song](#), and [Consequences](#).

This chain works best if the party’s main goal is to escape the fire forest, and they’re not concerned with the seela’s lives. Kazyk may be working with them, and if so he is quite willing to follow Vuhl’s advice. Note that this chain of events has some real risk of turning the characters’ alignment toward evil.

When the heroes go to Vuhl’s cave, begin “Deceptive Alliance.”

Tiljann’s Path—Seela Life

This chain of encounters includes [The Legend of Anyariel](#), [Shrine of Love](#), [Dryad Burning Bright](#), [Lake Diving](#), and [Rampage](#).

It is possible for a diligent, intelligent, or observant party to devise a way to save the seela and still escape the forest, but it requires a bit more initiative on their part. Namely, they need to research the Song of Forms in the seela village to know what to do. If they accepted Kazyk’s offer, Kazyk refuses to go along with this plan, considering it a breach of their pact, and will leave to return later. This chain of events is decidedly good, as it involves extra danger and risk to save almost complete strangers.

When the heroes go to Tiljann’s cave, begin “The Legend of Anyariel.”

Additional Complications

During the heroes’ attempts to resolve this situation, they may still need to contend with Kazyk, who watches them for moments of weakness. Additionally, the heroes might find themselves making enemies among the seela.

Deceptive Alliance (Vuhl’s Path)

Vuhl is interested in speaking with the heroes, and if they visit him in his mostly bare cave he offers them cushions to sit on (they don’t look well made, but he assures them they’re very soft) and some succulent food (it looks just like burnt husks of acorns, but he

PREMONITION

Crystin staggers upon seeing Vuhl, slumping to the ground. She does not remember what she saw, but thinks perhaps the fey song is making her weak.



guarantees they will enjoy them).

Vuhl explains his position, and says that the heroes might be able to help him and his fellow seela finally be released. He needs them to disrupt the Song of Forms with something dramatic. The disruption must cause the Song of Forms to cease for at least several seconds, so the action he proposes is, he admits, shocking—he plans to kill the dryad Timbre and display her body before the entire village. However, he feels that he and his people being alive is against the natural order, and Timbre herself has burned for forty years without relief, so in his opinion, doing this would be mercy.

He is but a weak, feeble fey (he says) whose will to fight has faded, but the heroes could accomplish this. To do so, they need to visit the pool where the nymph Gwenvere lives. Deception knows that the nymph, who has become something horrible and murderous,

possesses a lock of hair that belonged to Anyariel. If the heroes could recover the lock, they could show it to Timbre to get close to her. Then they simply need to kill her and bring back her body to the village.

Almost meekly, Vuhl adds a request that they please, if possible, try not to sully her body. However they kill her, he asks that they not make it gruesome or disfiguring.

If the heroes ask, Vuhl adamantly denies being involved in the attack on Tiljann, saying that he does not want to cause anyone pain or suffering. If Tiljann is present, Vuhl asks to speak to her privately, then uses his amazing bluffing ability to convince the fey woman that he does not intend to actually kill Timbre, and that this is just a test Timbre asked him to give to the heroes. The true plan must remain secret now, he says, conspiratorially, but it involves a way by which they may all be saved. He swears her to secrecy; swayed by his magic, she agrees.

The Legend of Anyariel (Tiljann's Path)

As long as the heroes did not scare her off during the rescue, Tiljann is eager to talk to the heroes, to tell them about the history of the village and the fire spirit, hoping they might figure out a way to help. She puts on an old festival dress she inherited from a seela who died, hoping to look nice, and if given the chance will show the heroes around the village, introducing them to the seela who are still loyal to maintaining the Song of Forms. She tries to introduce them to the other seela, but most of them are not interested in talking, or they claim that it is pointless to speak with outsiders, since, they tiredly remind Tiljann, there is no hope for escape except by death.

Tiljann wants to be free from the forest. Though it has been and is still her home, she considers it a prison. The fire spirit prevents any from leaving as long as it is bound, and Papuvin is confident that the spirit's essence is all that keeps the forest from being destroyed by the fire. If the forest is destroyed, the seela, whose lives are bound to the forest, would die. So it seems that they cannot escape.

If asked, Tiljann can teach the Song of Forms to any PC who speaks Sylvan, which takes several hours. To any heroes who do not speak Sylvan, Tiljann translates as she goes, explaining the song's nature, and tells them some of the stories she likes best from the song. It is not necessary to make the players listen to a long list of song verses. You can



If the heroes don't think of it, asking around the town should let them learn about the nymph Gwenvere at the opposite side of the lake. The nymph-turned-hag might know a way to speak with Timbre.

Shrine of Love (Both Paths) (EL 4)

Gwenvere's pool is about four miles from the seela village. The heroes might encounter wandering creatures along the way, bursting out of the lake or from the woods.

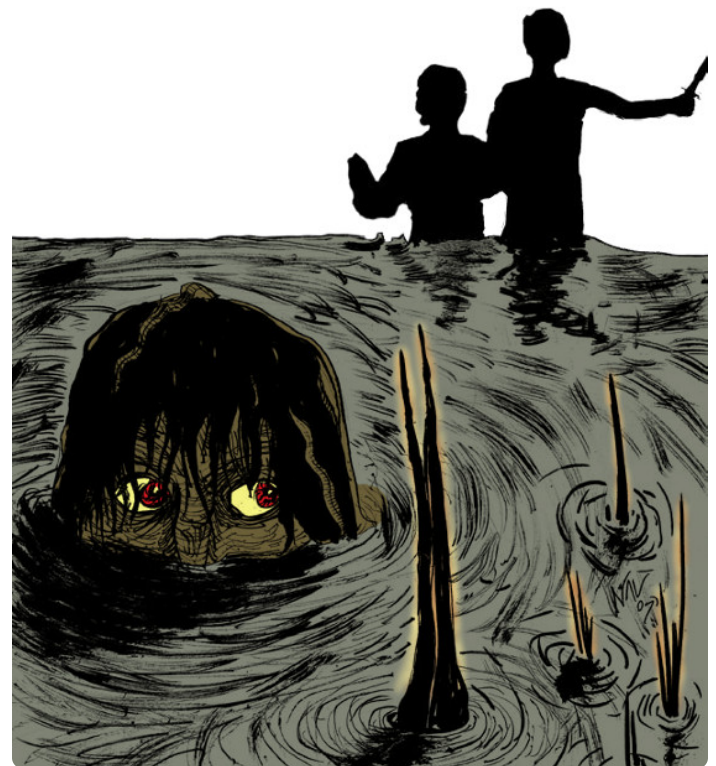
Gwenvere's pool is the most beautiful place in the fire forest. The water here is 3 feet deep, filled with scattered patches of burning reeds. Crimson flowers crackle atop an island in the center of the pool, their embers drifting lazily in a slow breeze. Tree branches sway above the water, their heat almost hypnotic. However, the water itself is flat gray, coated in ash, and scattered along the shore are bits of animal bones.

On the south wall of the pool is an obvious cave, and the heroes will likely head to it directly. However, this is merely where Gwenvere keeps a love shrine devoted to Anyariel. Gwenvere's true home is under the island in the center of the pool, accessible by a narrow tunnel under the surface of the water. She senses the intruders in her pool automatically, and swims out into the water, hiding and observing. While in the water, she has advantage on Dexterity

simply tell them that after a few hours of discussing the song, they hear an intriguing verse:

"So as we were born from the First Tree, so as from our homeland's breast was cut a living blade, as this our lives are bound to thee, the forest's heart in Timbre's glade."

Tiljann can explain that the seela's lives are bound to the forest itself, that Timbre is a dryad who lives in the oldest tree in the forest, and that the blade the heroine Anyariel wielded was cut from the wood of that tree. Tiljann isn't certain how it would work, but there is a chance that the sword might hold a way for the seela to survive, even if the whole forest burned down. To find out how that might be accomplished, however, the heroes would need to talk to Timbre, and her grove is inaccessible: the agonized dryad wants no visitors, and fiery beasts and walls of flame block all approach to her tree, the First Tree.



(Stealth) checks because of its murkiness and her ability to stay below the surface.

Gwenvere is very protective of her shrine, though she feels slightly guilty for keeping it. She knows that there were many (like Timbre) who have more claim to Anyariel's memory than her, but Gwenvere can't allow the last remains of her one true love leave her forever.

If the heroes simply walk into Gwenvere's pool, she views them as potential thieves, and begins as Hostile. She hides in the burning reeds north of the island she lives under, and then swims up to the rear PC, grappling them and pulling them underwater, trying to move them back to her cave, where she interrogates her prisoner. Only if wounded will she deal damage back. Likewise, if the heroes ever state that Anyariel did not love her, Gwenvere goes mad with rage and attacks.

If the heroes announce themselves or make an offering of a slain animal at the edge of her pool, she will emerge to talk, cautious but desperate for attention. She starts as Neutral, and spends most of her time explaining how woeful she is, how her presence is vital to keeping the lake pure, and how all she has left is the memory of her beauty, and of the love she once had. If the group mentions that

they need to speak to Timbre, Gwenvere looks away in shame and fear. She suspects that the dryad would only let visitors in if they came bearing one of two things—the stolen lock of Anyariel's hair, or Gwenvere's head.

She doesn't want to part with her only remaining reminder of her lover, but if she is made Friendly she will trust the heroes. The spokesperson for the heroes has advantage on the Charisma (Persuasion) check if they made an offering of meat or if they say that their efforts might make the lake pure, and that she might be beautiful again in the future. It's also possible to convince her to come back with the party to Vuhl if she is made Friendly. The party's other major option is simply to kill her and loot through the small "shrine" she keeps in the back of the south cave.

If the party kills Gwenvere, the lake gradually drains away over the next two days, seeping down through cracks in the earth. If they return to Vuhl with a living Gwenvere, he talks to her privately in his cave, then emerges weeping, claiming he convinced her of the futility of it all, and that she has taken her own life. She asked, he says, that they take her head to the dryad, hoping that her sacrifice might release them all from their suffering.

Creature

Gwenvere

Adjust Gwenvere's hit points up or down by 25 for each PC in a party larger or smaller than 4 PCs.

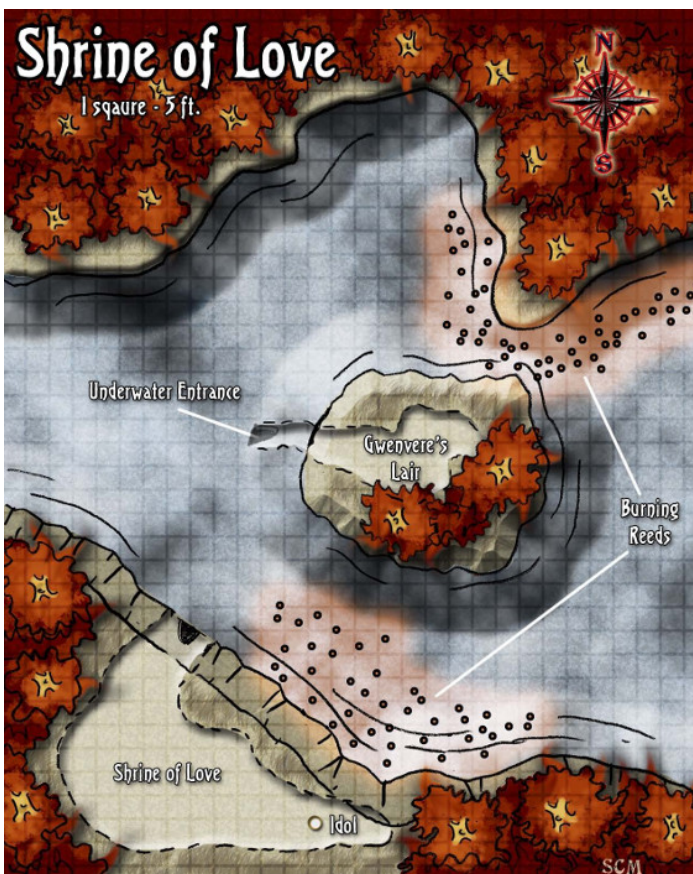
Treasure

Gwenvere keeps a small shrine in the back of the south cave (the one whose entrance is not underwater). Within the shrine, an old full-length mirror is held up by a frame of bones and mud, and a simple stone idol sits on a podium beside it. Around the idol is wrapped a two-foot length of blonde hair, held together by a copper clip. A pile of old, moldy blankets lie on the floor nearby.

Any time someone touches the lock of hair on the idol and are reflected at all in the mirror, they trigger a [trap](#). Likewise, breaking the mirror triggers the curse, though it keeps the mirror from cursing anyone else.

Dryad Burning Bright (Both Paths) (EL 5)

The dryad **Timbre** holds the secret to saving the seela, and her death can spell their death. Her grove



is about a mile north of the seela village, along the path of a dry riverbed in a gorge.

The gorge ends with a beautiful stone staircase that leads up to a 30- by 50-foot clearing surrounded by burning roses and thick trees, beyond which is a hill, completely engulfed in fire. The hill is 40 feet in diameter, surrounded on all sides by *walls of fire*, their damaging waves of heat pointing inward. Atop the hill is an old willow tree, almost identical to the willow in the Shrine of Anyariel. Curled beneath it is a woman whose wooden flesh flares with horrible fire.

The clearing itself is still fiery, its grass flickering with fire. A creature takes 1 fire damage when it enters the clearing for the first time on a turn or ends its turn there. At the end of the clearing stand a pair of giant boars with the indomitable fire template, acting as guardians of Timbre's grove. They bristle at any creatures that come within 20 feet, and attack any creatures that comes within their reach or try to enter the grove.

If the heroes call out to Timbre, she does not easily respond. She is Neutral to them, but will simply not listen to them unless something snaps her out of her near-catatonic state. Presenting the lock of Anyariel's hair, or having Gwenvere (or some part of her) present catches Timbre's attention. She will come to the edge of the burning grove and step out into the clearing, directing the dire boars to back away.

Creatures

- 2 [Indomitable fire giant boars](#)
- [Timbre](#)

Adjust each creature's hit points up or down by 10 for each PC in a party larger or smaller than 4 PCs.

Capturing Timbre

Timbre is easy enough to knock out, though carrying or tying up a burning woman can be dangerous. The boars attack if Timbre is attacked. A safer course would be to convince Timbre to come to the seela village, which requires making her Friendly. However, the heroes could simply kill her and abscond with her body, fleeing down the narrow gorge to avoid pursuit by the large boars.

Talking to Timbre

Because the main goal of meeting Timbre is to gain information from her, the party should be very interested in trying to calm her down (or at least subdue her). If made Friendly, Timbre can divulge

much about Anyariel and the nature of her tree, the First Tree of Innenotdar. It was blessed by a deity of life in the founding of Innenotdar forest, back in time primeval. Its first seeds were the seela, children of the forest and caretakers of it. The elves came ages later. Timbre herself came from the Song of Forms, which awakened her spirit from the subconscious of the forest. Timbre even recalls the oldest stories of the seela, of how they learned the song from the rumbling of the earth, from caves deep under the forest.

In a time of great crisis for the forest, when the Shahalesti first assaulted the Innenotdar elves, the warrior Anyariel came to rest in the glade, and Timbre cared for her, and came to love her. Timbre gave her a gift—a branch from the Tree, a part of herself—and with that blade, Anyariel led the crusade against the Shahalesti, and drove them back.

Years later, the forest was infiltrated by something



vile, a creature of indomitable life which infested the nightmares of the forest and would not let natural death take its course. Anyariel died after she imprisoned the creature, and survivors erected a shrine to her in the hopes that her spirit might be as resilient as that of the beast she defeated. But when the Shahalesti came forty years ago, there was no hero to save them.

As for the issue of saving the seela, Timbre confirms that the seela are more directly tied to her tree than to the forest itself. Though the tree will burn if the fire stops, there is a branch that may still live, and as long as it does, the seela may not die. She warns, though, that the branch only lives when it is bonded to a living creature. The Living Sword is currently pinning Indomitability to the bottom of Lake Seela, and it is still bound to Anyariel. If the heroes intend to retrieve the sword, Timbre concentrates for a moment, then says that she has ended the bond the sword had to Anyariel. Now, if someone pulls the sword out of Indomitability's living body it will bond (attune) to them instantly.

However, Timbre warns, this will unleash Indomitability again. The beast is weak from its long imprisonment, but will still be formidable. The forest will burn down, but as long as the bearer of the Living Sword survives, so will the seela. Eventually the forest will take root again, and the seela will be able to bond to a new First Tree. Timbre knows she will die when the forest burns down, but she accepts this fate, and looks forward to the chance to be with her true love in the afterlife.

If Timbre is killed, this information may remain obscured, barring some potent divinations. The heroes might still happen to dive into the lake and pull out the sword, but it will not bond with anyone until the First Tree has been destroyed by fire, and with it the seela.

Silencing the Song (Vuhl's Path)

Assuming all goes according to plan, the heroes bring Timbre, living or dead, to Vuhl back at the village. Either way, he covers her body in a dark cloak, so as not to spoil the surprise. Then, unless one of the heroes volunteers, Vuhl takes the group to the center of the village, near the tower, and shouts to get everyone's attention. After a few moments, all the seela are watching, even the ones who are still singing. When he has everyone's attention, Vuhl pulls away the cloak and either holds up the dead body of Timbre, or slays the living Timbre with a dagger to her heart, shouting, "Your death comes

now!"

If the heroes are not discreet, Papuvin realizes something is amiss and will attempt to stop them, though he has at best a round to keep Vuhl from murdering Timbre. If she is already dead, he simply attacks in vengeance. If the village sees Timbre dead or dying, the singers stop in horror, the beautiful sylvan words of the Song of Forms twisting into a scream of rage.

The majority of the seela are too shocked to sing for three rounds. However, as soon as Tiljann is able to react, she begins to sing, desperate to keep the fire spirit from being released. If she is not silenced within three rounds, other seela join in, and then stopping the song becomes a much more difficult and bloody affair.

Who exactly becomes involved in this scene heavily depends on the heroes actions up to this point. If necessary, Vuhl will reveal himself to help kill off any seela who keep singing, and Kazyk will gladly join the carnage. The villagers do not fight—those who want to continue the song are not warriors, and the warriors want the song to end, so they simply watch in mute guilt.

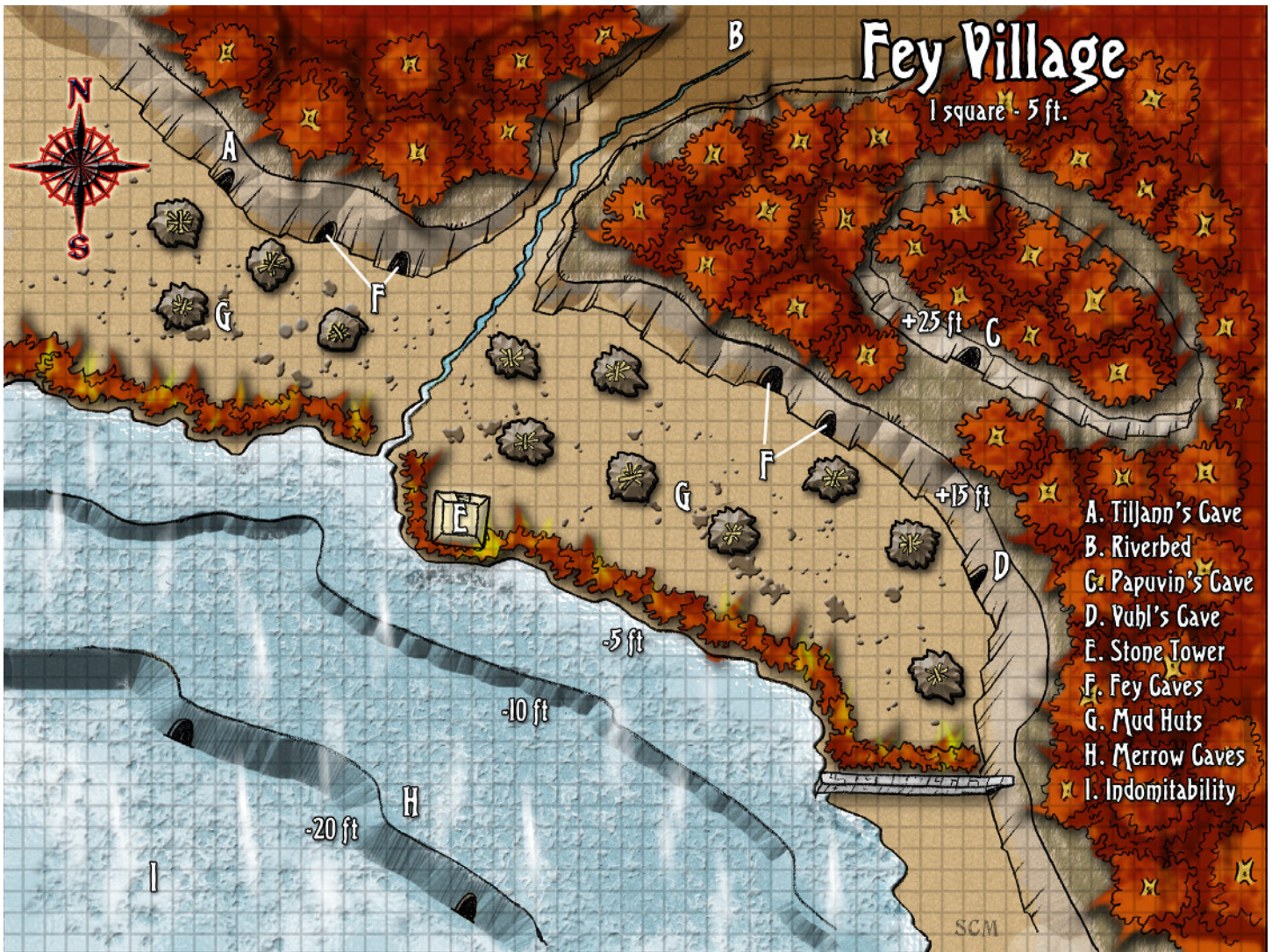
If no one sings the Song of Forms for one entire round, proceed to the encounter Consequences.

Consequences (Vuhl's Path) (EL 7)

The fey song disrupted, a victorious roar bursts from the forest in every direction, and a burst of flame rises from the surface of the lake, which begins to boil at an amazing rate, the water vanishing before their eyes, until a few moments later the group spots through the steam the corpse of a stag, pinned to the bottom of the now dry lake, a few dozen feet away. The stag is lifeless.

Indomitability approaches the heroes in his incorporeal form. He severs his bond to the forest, revoking his boon from the heroes if they had it. Indomitability thanks the heroes for his freedom and grants two of them his boon—the limit of his power now—before departing.

The seela, confused, concerned, afraid, gather around the party, staring at them. Those who sided with Vuhl use their last few moments to offer thanks to the party before all the seela drop to the ground en masse, dead. At this moment, the heroes hear the last notes of the fey song echoing across the lake, and each feels his or her soul lurch as the song truly ends. Mournful and forlorn, the song will always remain in their memories, allowing them to gain access to the Song of Forms later should any of them



learn Sylvan.

A laugh gets the group's attention: it's Vuhl, who has not fallen. He nods thanks to the heroes, then vanishes, his appearance momentarily shifting into that of his natural, black-tentacled form. The party can try to pursue the invisible, incorporeal, flying Deception, but it is likely a lost cause.

Then light pierces through the smoke above the lake as a mighty wind sweeps across them. The forest fire roars, and then the flames sputter and die. A moment later, the trees begin to crack, decades of burning finally taking their toll. They crumble like rotted paper, turning to thick black ash that drifts over the party and the bodies of the seela. Then the seela too turn to ash. The entire forest is dead, eerily quiet for as far they can see, lit by dim light filtering through the thick clouds of smoke. A rain of ash begins to fall, obscuring vision beyond 60 feet.

Give the heroes a moment to take in the devastation they have caused, and then, perhaps when they are deciding what to do next, they notice

the ash of the seela bodies being drawn together, coalescing into a figure in the center of the village.

Creature

Tragedy

Adjust Tragedy's hit points up or down by 25 for each PC in a party larger or smaller than 4 PCs.

Tactics

The tragedy pursues the heroes until it has slain them all, turning its attention first on those who most eagerly promoted this course of action. It makes no sound at all as it fights. When the creature is destroyed, it twists finally into the shape of Tiljann and whispers, "This is no sacrifice. It is only death."

The tragedy dissipates in a cold wind, and the heroes are truly alone. In the crater where the lake once was, the group can take the Living Blade, pulling it from what is now just a skeleton of a stag. They can leave the fire forest at their leisure.

Lake Diving (Tiljann's Path) (EL 4)

If the heroes have refused Kazyk's offer and have not defeated him, he chooses this moment to finish them off. If the heroes leave one or two of their number behind on the shore he attacks them while they are separated. Otherwise, he waits for an opportune time to attack while the heroes are occupied with Indomitability.

Swimming in the lake is fairly basic underwater adventuring, but note that if Gwenvere is dead, the lake is boiling hot, dealing 1d6 fire damage to a creature that enters the lake for the first time on a turn or ends its turn there. The lake is murky either way, filled with ash that causes everything within 20 feet to be lightly obscured and everything 20 feet and beyond to be heavily obscured. The lake is only 20 feet deep where Indomitability lies, and won't require more than a round or two to swim to the bottom.

From the surface, the heroes can see a glowing red light marking where Indomitability's stag body lies when they near its location. Once they go under the surface, they can see a large stag is pinned on its side, its flesh flickering with fire that sends up small bursts of steam. A greatsword carved of wood has been driven into the creature's torso and into the ground, and yet the stag still struggles despite this mortal wound. If the heroes attack now, Indomitability is restrained, but the Living Blade will not instantly attune if pulled from his corpse, dooming the seela and the forest.

However, there are creatures lurking in this water. One round after the first hero goes under the surface, a pair of merrow emerge from caves near the pinned trillith and attack the interlopers. A successful DC 15 Wisdom (Perception) check alerts an underwater hero to the merrows' approach as they swim into combat, attacking with their claws.

Creatures

2 Merrow

Add or remove a merrow for each PC in a party larger or smaller than 4 PCs.

The Living Blade

Pulling out the [Living Blade](#) requires the hero to use their action to make a DC 20 Strength check, extracting the sword from Indomitability on a success. If the hero is only successful at a DC 16 Strength check, the sword is instead dislodged from the lakebed but stays within Indomitability who makes a horns attack to dislodge the hero before swimming to the shore with the sword still attached.

If Indomitability is on land, pulling the sword out becomes much more difficult. The sword's handle is only eight feet up, so most medium creatures should be able to reach it without jumping, but Indomitability is no longer pinned and motionless. A hero within 5 feet of Indomitability can use a bonus action to make a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check, grabbing the sword on a successful check. Successfully grabbing the sword provokes an opportunity attack from Indomitability. The hero loses their grip on the sword if they are struck by Indomitability's horns attack and are knocked prone by failing their Strength saving throw.

Once the hero is holding the sword, they can use their action to make a DC 20 Strength check, pulling the sword out of Indomitability on a successful check. The hero can brace against Indomitability to gain advantage on the check, but Indomitability's burning body deals 1d6 fire damage.

Retrieving the Living Blade can be difficult, but the heroes likely have several resources to make improve their chances. A hero within 5 feet of another can use the Help action to give the second hero advantage on their ability check, clerics can use *guidance*, and bards can give out Bardic Inspiration. When on land, Papuvin and Tiljann will lend their Bardic Inspiration if needed. The Living Blade instantly attunes to the hero who successfully pulls it from Indomitability's living body if Timbre removed its bond to Anyariel. For now, the hero probably only needs to know that they can choose the form the Living Blade takes—with certain restrictions—and that it functions as a +1 weapon.

Rampage (Tiljann's Path) (EL 7)

Upon pulling the sword from the flaming stag, Indomitability surges to the surface, swimming 50 feet each round, leaving a boiling trail as it heads for shore. Once Indomitability reaches the shallow water near shore, he rears onto his hind legs, then charges into the fey village, trying to end the Song of Forms by killing as many seela as possible.

Papuvin and Tiljann will defend their people against the trillith, though the rest of the village flees in terror, running for the caves, which unfortunately are still large enough for Indomitability to squeeze into. From the edge of the village, an invisible Deception gives telepathic directions to his brother, focusing his might upon the most important targets.

Note that this is just Indomitability's current form; he is weaker than he was when he was first defeated by Anyariel. Years of imprisonment have left him

conveniently close to a significant challenge for whatever the heroes' average level happens to be.

Creatures

Indomitability

Adjust Indomitability's hit points up or down by 25 for each PC in a party larger or smaller than 4 PCs.

Tactics

Newly liberated from his decades-long prison, Indomitability relishes freedom as he rampages among his former captors, trying to kill everyone singing the song he has grown to hate. He never stays put if he can avoid it, preferring to run from foe to foe, charging and flinging enemies into walls or dangerous terrain. Though not particularly intelligent, he tries to identify the leaders of the fey, and focuses his rage on them. If Indomitability previously made a deal with the heroes and they betrayed him, he considers them prime targets.

He will not surrender or retreat, though he can be negotiated with. He starts Neutral to the heroes, but is Hostile if they have attacked or betrayed him. If made Friendly he is willing to end his rampage if the heroes allow him to leave. Indomitability severs his bond to the forest, revoking his boon from the heroes if they had it. He thanks the heroes for his freedom and grants two of them his boon—the limit of his power now—before departing.

Deception's main objective is to free his brother, so he does not interfere if the heroes try to end things diplomatically. Otherwise, he mostly only participates by directing Indomitability to prime targets, all while hiding his real identity. If Indomitability is losing, he does not interfere, arrogantly believing that if Indomitability cannot fend for himself he is not worth the trouble of rescuing. If ever dealt damage, or if Indomitability is defeated, Deception flees. Only if he is pursued does he retaliate, using *greater invisibility* to strike enemies with impunity. Deception's presence is intended to

PREMONITION

During the celebration by the seela, Crystin walks away and sits down. She is not weak or overwhelmed by this vision, but instead seems to have come to terms with something that was bothering her. If someone goes to speak with her, she says that she saw Indomitability meeting with them again, and that she learned Vuhl's true name: Deception. They will meet him again too, when the bones of his grandmother watch them and weep for their fate.

show that the trillith can be very powerful, not as an excuse to annihilate the heroes, who have no hope of defeating him at this time.

Aftermath

After Indomitability is killed, or once he is out of reach of the song if the heroes negotiated a peaceful resolution, the forest fire ends, but as long as someone has bonded to the living blade, the result is not as desolate as described in the Consequences encounter.

The seela, nervous about what happens next, gather around the party, looking to them for guidance, particularly whoever holds the Living Sword. One by one, the fey begin to sing the Song of Forms, the sound swelling and echoing across the lake like light piercing the horizon at sunrise. At this moment, every one of the heroes feels the fey song uplift their souls. Though once mournful and forlorn, the new song of hope will always remain in their memories. This allows them to gain access to the Song of Forms later should any of them learn Sylvan.

Then light pierces through the smoke above the lake as a mighty wind sweeps across them. The forest fire roars, and then the flames sputter and die. For a moment the trees threaten to crack and fall, but the fey song swells, and ever so faintly, life returns to them. Though injured and weak, none fall. It is possible to believe that, given time, the forest will heal. The constant thrum of the raging inferno is gone, replaced by the dim sound of leaves rustling in the wind.

The fey song falters as laughs and gasps of amazement come up from the villagers. Like the forest itself, the seela look ever so slightly more alive, their skin no longer ashen, their eyes less sunken. The song the fey have maintained for forty years finally ends as the voices of the seela turn to cheers.

SAVING THE FIRST TREE

The heroes might try to defeat Indomitability, then rush back to the First Tree to put out its fire before the tree is destroyed. At this level such a thing is difficult, but reward the heroes with inspiration if they somehow manage to do this. Timbre will live, and will reluctantly accept that she will must wait to rejoin her love. In return, as long as she lives, she will help the heroes as best she can.

CONCLUSION

Once Indomitability is dealt with and the fire forest is extinguished, the major issues in the forest are resolved, for better or for worse. The party should have acquired the Song of Forms (available in the Campaign Guide), Indomitability's boon, and the Living Blade, and they are now left with a largely clear shot toward Seaquen.

IF THE SEELA PERISHED

If the heroes caused the doom of the seela, no animals or plants survive in the forest—only a handful of mephits, hell hounds, and the like. The unicorn Nelle has witnessed the death of all his charges, and so he gallops away, assuming the heroes have failed. Within a few weeks, the Ragesian army will send scouts to explore the vast valley of ash, and will realize that it gives them an easy entrance to Dassen's borders. The heroes may have escaped, but the fight will be harder for them in the future.

IF THE SEELA SURVIVED

If the heroes saved the seela, the forest is not whole, as any tragedy of this scope takes more time to heal than most men have to wait. Most animals with the indomitable fire template have died, and only by the blessings of unnamed gods have some survived. If the heroes visit the Mouth of the White River, they learn that only a few of the despairing survived, and their minds will still take a long time to heal.

The deva at the Shrine of Anyariel keeps to their duty, saying that though the forest lives, so do those who set fire to it. But the seela thank the heroes, and if they are made aware of the danger the heroes

WAIT, YOU DIDN'T TELL US TO KNOW SYLVAN!

Sylvan is one of the less common languages, and most heroes will likely not be able to speak it. However, there are a few options available to the heroes so they can use the Song of Forms. The necklace found in the abandoned elven village confers the ability to speak Sylvan, and a 13th-level monk or someone who is the target of a *tongues spell* can understand and be understood by those who speak Sylvan.

Additionally several options exist in the campaign guide. A player might create a Seela character. A hero can take the Song of Forms Prodigy feat or find a way to learn the *enforced flesh spell*—maybe with help from the Lyceum.

TRILLITH BOONS

This adventure is the first chance for the heroes to acquire a boon from a trillith. While Indomitability's fire burns in Innenotdar, Indomitability can grant his boon to as many creatures as he wants. As soon as the fires die—whether from Indomitability leaving or his death—Indomitability's boon is only available to two of the heroes, although you can increase that so no one feels left out. There are many more trillith to come though. It is highly unlikely that anyone will get Deception's boon, but it is included here for completeness.

A limited number of heroes receive a boon from a trillith, but there are plenty of opportunities throughout the campaign. If you think the scarcity might be an issue with your group, you could extend the boons to each hero in the party.

Indomitability. When endowed by or granted a boon by Indomitability, you gain the following benefits:

- You stabilize whenever you are dying at the start of your turn.
- You are always under the effect of *stand the heat*.
- You have advantage on Strength checks and saving throws against being pushed, moved, or knocked down.

Deception. When endowed by or granted a boon by Deception, you have advantage on Charisma (Deception) checks and saving throws against magical effects that would detect your lies or force you to speak the truth.

are fleeing, they promise to do their best to slow the progress of the Ragesian military through the forest. There may only be a few of them left, they say, but that means they must fight all the harder to protect their homeland, now that it, and they, have been given a second chance.

THE ROAD ONWARD

The seela Tiljann asks to accompany the heroes unless they have been particularly unfriendly to her. She wants to see the world, and she dreams of finding Etinifi the Longwalker, and bringing him home.

Ahead lies safety, perhaps, but war still rages. The heroes must hurry if they want to bring aid to Gate Pass before it falls to the Ragesians.

APPENDIX A: MONSTERS AND NPCs

CRYSTIN JA-NAFEEL

Medium humanoid (human), chaotic good

Armor Class 10

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	13 (+1)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Con +3, Cha +4

Skills Arcana +3, Insight +4, Perception +4

Senses passive Perception 14

Languages Common, Elvish

Challenge 1/2 (100 XP)

Trillith Spirit. If Crystin dies, for a moment everyone experiences déjà vu, and then something barely visible drifts out of Crystin's body and vanishes, flying away into the sky. This is the trillith spirit that has occupied Crystin, granting her sorcerer abilities, but its identity remains a mystery for now.

Spellcasting. Crystin is a 2nd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *mending*, *message*, *ray of frost*, *true strike*

1st level (3 slots): *detect magic*, *magic missile*, *sleep*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning if used with two hands.

Crystin's wavy dark hair frames a haunted face dominated by wide blue eyes that seem to see beyond the material world. Slender and docile, she cradles a thin black staff close to her, like it is precious to her.

DECEPTION (CORPOREAL)

Medium aberration (trillith), neutral evil

Armor Class 16

Hit Points 121 (22d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	12 (+1)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +9, Wis +5, Cha +6

Skills Deception +11, Stealth +14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that Deception is able to see

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 12

Languages telepathy 120 ft.

Challenge 12 (8,400 XP)

Creature of Dreams. Deception does not sleep, and magic can't put him to sleep.

Death Boon. If Deception dies while embodied by the Song of Forms or a similar effect, his boon is revoked from all creatures. It is then granted to the 3 nearest heroes within 150 feet of Deception that have the fewest boons from trillith.



Rejuvenation. If Deception dies while he is trapped by the Song of Forms or similar magic, his corpse remains even after the magic ends. Alternately, if Deception is destroyed and all the damage is caused by psychic damage, the trillith's spirit is obliterated. In this case, no creature gains the benefits of Deception's boon.

Otherwise, when Deception dies, he reforms 1d6 days later.

Deceptive Spirit. Deception has advantage on Charisma (Deception) checks and saving throws against magical effects that would detect his lies or force him to speak the truth.

Displacement. Deception projects an illusion that makes him appear to be standing in a place near his actual location, causing any creature to have disadvantage on attack rolls against him. If he takes damage, this trait is suppressed until the start of his next turn. This trait is suppressed when he is incapacitated, restrained, or otherwise unable to move.

Guarded Thoughts. Deception is immune to divination spells and any effect that would sense his emotions or read his thoughts.

Sneak Attack. Once per turn, Deception deals an extra 10 (3d6) damage when he hits a target with a melee attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Deception doesn't have disadvantage on the attack roll.

Innate Spellcasting. Deception's spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *disguise self*, *invisibility*

1/day: *greater invisibility*

Legendary Resistance (3/Day). If Deception fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Deception makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (1d12 + 6) bludgeoning damage. If the target is a Small or Medium creature, it is grappled (escape DC 18). Until this grapple ends, Deception can't use this tentacle on another target.

Grant Boon. Deception touches a creature and grants it his boon. The creature gains the Deceptive Spirit trait. Deception can grant his boon to only 3 creatures at any time, and he can revoke the boon from one or more creatures at any time.

REACTIONS

Become Incorporeal. Any time Deception is not affected by the Song of Forms or a similar effect, he can leave his embodied form and become incorporeal again. Switch to his

incorporeal stat block, keeping his hit points and available uses of legendary resistance and legendary actions the same.

LEGENDARY ACTIONS

Deception can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Deception regains spent legendary actions at the start of his turn.

Move. Deception moves up to his speed.

Dark Double. Deception assumes the appearance of a Small or Medium foe that he has grappled. Creatures who try to interact with Deception or his grappled foe must succeed on a DC 19 Wisdom (Insight) check to keep track of which one of the creatures is real and which is Deception, with a 50% chance of choosing the incorrect one on a failure.

Lead Astray (Costs 3 Actions). Deception attempts to force a phantasm into the mind of a creature he can see within 150 ft. The creature must make a DC 15 Wisdom Saving throw, becoming charmed until the end of its next turn on a failure. A charmed creature perceives the world around it as if those two creatures had switched places. The creature does not realize its perceptions have changed, and if it intended to take an action against one of the creatures, it instead acts upon the other, perhaps attacking an ally, healing a foe, or yelling orders at confused bystanders. The creature realizes its error as soon as its turn is over.

Dozens of squirming tentacles struggle to hide beneath the surface of **Deception's** oily black body, giving its skin the appearance of a writhing underground sea. Though vaguely humanoid, with its four longest tentacles having the impression of arms and legs, this creature's head is expressionless, its intentions impossible to perceive.

DECEPTION (INCORPOREAL)

Medium aberration (trillith), neutral evil

Armor Class 16

Hit Points 121 (22d8 + 22)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	12 (+1)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +9, Wis +5, Cha +6

Skills Deception +11, Stealth +14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that Deception is able to see

Condition Immunities charmed, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages telepathy 120 ft.

Challenge 12 (8,400 XP)

Creature of Dreams. Deception does not sleep, and magic can't put him to sleep.

Incorporeal Movement. Deception can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Rejuvenation. If Deception dies while he is trapped by the Song of Forms or similar magic, his corpse remains even after the magic ends. Alternately, if Deception is destroyed and all the damage is caused by psychic damage, the trillith's spirit is obliterated. In this case, no creature gains the benefits of Deception's boon.

Otherwise, when Deception dies, he reforms 1d6 days later.

Deceptive Spirit. Deception has advantage on Charisma (Deception) checks and saving throws against magical effects that would detect his lies or force him to speak the truth.

Displacement. Deception projects an illusion that makes him appear to be standing in a place near his actual location, causing any creature to have disadvantage on attack rolls against him. If he takes damage, this trait is suppressed until the start of his next turn. This trait is suppressed when he is incapacitated, restrained, or otherwise unable to move.

Guarded Thoughts. Deception is immune to divination spells and any effect that would sense his emotions or read his thoughts.

Innate Spellcasting. Deception's spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *disguise self*, *invisibility*

1/day: *greater invisibility*

Legendary Resistance (3/Day). If Deception fails a saving throw, he can choose to succeed instead.

ACTIONS

Embody. Deception can animate nearby objects in order to create a corporeal form for himself which closely resembles his monstrous appearance. While embodied, Deception becomes corporeal. Switch to his Corporeal stat block, keeping his hit points and available uses of legendary resistance and legendary actions the same.

If Deception is affected by the Song of Forms or similar magic, he spontaneously embodies and cannot leave his corporeal body until he is no longer under its effect.

Endow. Deception grants his power to any living creature within 30 ft. He vanishes, effectively absorbed by the creature. At any time of his choosing or when the creature dies,

Deception reappears within 30 ft. of the creature, unharmed by the ordeal. While it is endowed, the creature gains the Deception's Deceptive Spirit trait.

While endowing a creature, Deception can't be targeted by any attack, spell, or other effect, except those that cause mind-affecting effects or deal psychic damage and can be driven out with *remove curse* or a similar effect.

Grant Boon. Deception touches a creature and grants it his boon. The creature gains the Deceptive Spirit trait. Deception can grant his boon to only 3 creatures at any time, and he can revoke the boon from one or more creatures at any time.

LEGENDARY ACTIONS

Deception can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Deception regains spent legendary actions at the start of his turn.

Move. Deception moves up to his speed.

Embody Deception embodies into his corporeal form.

Endow Deception endows a willing creature within 30 feet.

Lead Astray (Costs 3 Actions). Deception attempts to force a phantasm into the mind of a creature he can see within 150 ft. The creature must make a DC 15 Wisdom Saving throw, becoming charmed until the end of its next turn on a failure. A charmed creature perceives the world around it as if those two creatures had switched places. The creature does not realize its perceptions have changed, and if it intended to take an action against one of the creatures, it instead acts upon the other, perhaps attacking an ally, healing a foe, or yelling orders at confused bystanders. The creature realizes its error as soon as its turn is over.

Dozens of squirming tentacles struggle to hide beneath the surface of **Deception's** oily black body, giving its skin the appearance of a writhing underground sea. Though vaguely humanoid, with its four longest tentacles having the impression of arms and legs, this creature's head is expressionless, its intentions impossible to perceive.

DEVA

Medium celestial, lawful good

Armor Class 17 (Natural Armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9
Skills Insight +9, Persuasion +9
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 19
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP)

Angelic Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day each: *commune, raise dead*

Magic Resistance. The deva has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The deva makes two melee attacks.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day). The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice).

In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

DREAM ELEMENTAL

Medium elemental, neutral

Armor Class 12
Hit Points 65 (10d8 + 20)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	14 (+2)

Skills Arcana +2, Perception +2
Condition Immunities exhaustion, prone
Senses darkvision 60 ft., passive Perception 12
Languages telepathy 120 ft.
Challenge 2 (450 XP)

Bound by Dreams. The elemental is drawn to the Material Plane by the strongly psychic dream of a sleeping creature. The elemental is banished back to the dream realm if there are no unconscious creatures within 120 feet of the elemental at the end of its turn.

Innate Spellcasting. The elemental's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic, dimension door, ray of frost, sleep*

ACTIONS

Ego Whip. *Melee Spell Attack:* +4 to hit, reach 30 ft., one creature. *Hit:* 7 (1d10 + 2) psychic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A sleeping creature hit by this attack that fails its saving throw does not wake up. A humanoid slain by this attack rises 24 hours later as a dream elemental, unless the humanoid is restored to life.

REACTIONS

Warp Reality. The elemental redirects the damage from one attack that would hit it to another creature that it can see within 120 ft. It can also redirect a spell that only targets a single creature at the spell level used. For example, *shatter* and *fireball* aren't eligible, but *blight* is. The other creature makes any required saving throws.

The **dream elemental** appears as a silvery dragon that is antlered like a stag. It whirls and spins like a demented wind.

FIRE-BREATHING HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 10 (5,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.
Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Fiery Breath (Recharges 5-6). The hydra exhales fire in multiple 20-foot cones, one from each of its heads. The hydra heads can exhale in the same or different directions. A creature in the path of at least one cone must make a DC 16 Dexterity saving throw, taking 11 (2d10) fire damage per cone on a failure, or half as much damage on a successful one. A creature in the path of more than one cone has disadvantage on this saving throw.

GHAST

Medium undead, chaotic evil

Armor Class 13
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., Passive Perception 10
Languages Common
Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GWENVERE

Medium fey, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Skills Athletics +5, Perception +3, Stealth +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Aquan, Common, Giant
Challenge 4 (1,100 XP)

Underwater Camouflage. Gwenvere has advantage on Dexterity (Stealth) checks made while underwater.

Amphibious. Gwenvere can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of Gwenvere and can see her true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Gwenvere is within line of sight, ending the effect on itself on a success. If a creature's saving throw is

successful or the effect ends for it, the creature is immune to Gwenvere's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of Gwenvere's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Gwenvere.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Death Glare. Gwenvere targets one frightened creature she can see within 30 feet of her. If the target can see Gwenvere, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. Gwenvere covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if Gwenvere takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, Gwenvere could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that Gwenvere is disguised.

HADDIN JA-LAFFA

Medium humanoid (human), neutral evil

Armor Class 9

Hit Points 37 (15d8 – 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (–1)	7 (–2)	20 (+5)	17 (+3)	11 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7, Perception +5, Painter's Supplies +1

Senses passive Perception 15

Languages Common, Dwarvish, Elvish, Goblin, Orcish, Undercommon

Challenge 1/4 (50 XP)

Special Equipment. Haddin has an aged book (not his spellbook, which he destroyed in anger, but rather a sketchbook from when he was still a good man and a loving husband and father), a cold weather outfit, and a pouch containing 30 gp.

Spellcasting. Haddin is a 9th-level spellcaster. His

spellcasting ability is Intelligence (spell save DC 15). He has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, message, prestidigitation*

1st level (4 slots): *charm person*

2nd level (3 slots): *detect thoughts, knock*

3rd level (3 slots):

4th level (3 slots): *stone shape*

5th level (2 slots): *dominate person*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Once strong and handsome, **Haddin** is now old and feeble, his brown hair stringy, his voice ragged from constant coughing. He dresses like a common merchant, but he clutches an aged book to his chest.

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (–2)	13 (+1)	6 (–2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

ACTIONS

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

IMP*Tiny fiend (devil, shapechanger), lawful evil***Armor Class** 13**Hit Points** 10 (3d4 + 3)**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered**Damage Immunities** fire, poison**Condition Immunities** poisoned**Senses** darkvision 120 ft., passive Perception 11**Languages** Common, Infernal**Challenge** 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

INDOMITABILITY (CORPOREAL)*Large aberration (trillith), neutral***Armor Class** 13**Hit Points** 63 (6d10 + 30)**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	6 (–2)	13 (+1)	15 (+2)

Saving Throws Con +8, Wis +4**Skills** Intimidation +9**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that are not from a dead material that was once alive (such as wood, bone, or leather)**Damage Immunities** fire**Condition Immunities** exhaustion**Senses** darkvision 60 ft., passive Perception 11**Languages** telepathy 120 ft.**Challenge** 7 (2,900 XP)

Creature of Dreams. Indomitability does not sleep, and magic can't put him to sleep.

Death Boon. If Indomitability dies while embodied by the Song of Forms or a similar effect, his boon is revoked from all creatures. It is then granted to the 2 nearest heroes within 150 feet of Indomitability that have the fewest boons from trillith.

Rejuvenation. If Indomitability dies while he is trapped by the Song of Forms or similar magic, his corpse remains even after the magic ends. Alternately, if Indomitability is destroyed and all the damage is caused by psychic damage, the trillith's spirit is obliterated. In this case, no creature gains the benefits of Indomitability's boon.

Otherwise, when Indomitability dies, he reforms 1d6 days later.

Indomitable Spirit. Indomitability stabilizes whenever he is dying at the start of his turn. He is always under the effect of *stand the heat*. He has advantage on Strength checks and saving throws against being pushed, moved, or knocked down.

Regeneration. Indomitability regains 5 hit points at the start of his turn.

Legendary Resistance (3/Day). If Indomitability fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Indomitability makes two attacks: one with his horns and one with his hooves.

Horns. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 3 (1d6) fire damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage plus 3 (1d6) fire damage.

Grant Boon. Indomitability touches a willing creature and grants it his boon. The creature gains the benefits of the Indomitable Spirit trait. Up to 2 creatures can receive

Indomitability's boon at any one time, and he can revoke the boon from one or more creatures at any time.

While he is pinned to the bottom of Lake Seela, Indomitability may grant his boon to any number of willing creatures anywhere within the forest.

REACTIONS

Become Incorporeal. Any time Indomitability is not affected by the Song of Forms or a similar effect, he can leave his embodied form and become incorporeal again. Switch to his Incorporeal stat block, keeping his hit points and available uses of legendary resistance and legendary actions the same.

LEGENDARY ACTIONS

Indomitability can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Indomitability regains spent legendary actions at the start of his turn.

Move Indomitability moves up to his speed.

Shove Indomitability attempts to Shove a creature within 5 feet of him.

Hooves (Costs 2 Actions) Indomitability makes a hooves attack.

A mighty stag, larger than a bear, his antlers as broad as a man is tall, rears and snorts cinders. Flames crackle across **Indomitability's** body and along his horns, and though the creature's flesh burns, and though his flank gapes with a decades-old wound, an indomitable will flashes in this creature's eyes, and he refuses to fall.

INDOMITABILITY (INCORPOREAL)

Large aberration (trillith), neutral

Armor Class 13

Hit Points 63 (6d10 + 30)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	6 (-2)	13 (+1)	15 (+2)

Saving Throws Con +8, Wis +4

Skills Intimidation +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that are not from a dead material that was once alive (such as wood, bone, or leather)

Damage Immunities fire

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages telepathy 120 ft.

Challenge 7 (2,900 XP)

Creature of Dreams. Indomitability does not sleep, and magic can't put him to sleep.

Incorporeal Movement. Indomitability can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Rejuvenation. If Indomitability dies while he is trapped by the Song of Forms or similar magic, his corpse remains even after the magic ends. Alternately, if Indomitability is destroyed and all the damage is caused by psychic damage, the trillith's spirit is obliterated. In this case, no creature gains the benefits of Indomitability's boon.

Otherwise, when Indomitability dies, he reforms 1d6 days later.

Indomitable Spirit. Indomitability stabilizes whenever he is dying at the start of his turn. He is always under the effect of *stand the heat*. He has advantage on Strength checks and saving throws against being pushed, moved, or knocked down.

Regeneration. Indomitability regains 5 hit points at the start of his turn.

Legendary Resistance (3/Day). If Indomitability fails a saving throw, he can choose to succeed instead.

ACTIONS

Embody. Indomitability can animate nearby objects in order to create a corporeal form for himself which closely resembles his monstrous appearance. While embodied, Indomitability becomes corporeal. Switch to his Corporeal stat block, keeping his hit points and available uses of legendary resistance and legendary actions the same.

If Indomitability is affected by the Song of Forms or similar effect, he spontaneously embodies and cannot leave his corporeal body until he is no longer under its effect.

Endow. Indomitability grants his power to any willing creature within 30 ft. He vanishes, effectively absorbed by the creature. While it is endowed, the creature gains the benefits of the Indomitable Spirit trait. At any time of his choosing or when the creature dies, Indomitability reappears within 30 ft. of the creature, unharmed by the ordeal.

While endowing a creature, Indomitability can't be targeted by any attack, spell, or other effect, except those that cause mind-affecting effects or deal psychic damage and can be driven out with *remove curse* or a similar effect.

Grant Boon. Indomitability touches a creature and grants it his boon. The creature gains the benefits of the Indomitable Spirit trait. Up to 2 creatures can receive Indomitability's boon at any one time, and he can revoke the boon from one or more creatures at any time.

While he is pinned to the bottom of Lake Seela, Indomitability may grant his boon to any number of creatures anywhere within the forest.

LEGENDARY ACTIONS

Indomitability can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Indomitability regains spent legendary actions at the start of his turn.

Move Indomitability moves up to his speed.

Embody Indomitability embodies into his corporeal form.

Endow Indomitability endows a willing creature within 30 feet.

Appearing as a mighty stag, larger than a bear, his antlers as broad as a man is tall, rears and snorts cinders. Flames crackle across **Indomitability's** body and along his horns, and though the creature's flesh burns, and though his flank gapes with a decades-old wound, an indomitable will flashes in this creature's eyes, and he refuses to fall.

INDOMITABLE FIRE GIANT BAT

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Damage Vulnerabilities cold

Damage Immunities fire

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Indomitable Fire Soul. The bat is imbued with the indomitable fire of Innenotdar, causing the following effects:

- The bat cannot leave Innenotdar.
- If the bat is submerged at the end of its turn, its fire is extinguished and it dies.
- When a creature touches the bat for the first time on its turn or starts its turn touching the bat, the creature takes 3 (1d6) fire damage.

- The bat stabilizes whenever it is dying at the start of its turn.
- The bat always has a minimum of one level of exhaustion (disadvantage on ability checks).

Rekindle (1/Day). At the start of its second consecutive turn at 0 hit points, the bat gains 1 hit point.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage.

INDOMITABLE FIRE GIANT BOAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 8

Languages —

Challenge 3 (700 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Indomitable Fire Soul. The boar is imbued with the indomitable fire of Innenotdar, causing the following effects:

- The boar cannot leave Innenotdar.
- If the boar is submerged at the end of its turn, its fire is extinguished and it dies.
- When a creature touches the boar for the first time on its turn or starts its turn touching the boar, the creature takes 3 (1d6) fire damage.
- The boar stabilizes whenever it is dying at the start of its turn.
- The boar always has a minimum of one level of exhaustion (disadvantage on ability checks).

Rekindle (1/Day). At the start of its second consecutive turn at 0 hit points, the boar gains 1 hit point.

ACTIONS

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) fire damage.

KAZYK

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	9 (-1)	10 (+0)	14 (+2)

Saving Throws Str +5, Con +6, Wis +3

Skills Insight +3, Perception +3, Persuasion +5, Stealth +5, Survival +3

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Special Equipment. Kazyk has 4 vials of *shatterspell*, and his finger necklace is an *amulet of mage hand*.

Devil's Sight. Magical darkness doesn't impede Kazyk's darkvision.

Magic Resistance. Kazyk devil has advantage on saving throws against spells and other magical effects.

Steadfast. Kazyk can't be frightened while he can see an allied creature within 30 feet of him.

Innate Spellcasting (2/Day). Kazyk spellcasting ability is Charisma. He can innately cast the following spells:

At will: *mage hand*, *misty step*

2/day: *teleport*

ACTIONS

Multiattack. Kazyk makes three attacks: one with his beard and two with his glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive +1. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 14 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 14 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

A tattered brown cloak whips about **Kazyk's** scaled body. He has the face of a commanding, honest man, but his flesh is green, his eyes glow with infernal fire, and his thick beard writhes and bites like a nest of vipers. Barely visible under his beard is a thick metal collar attached to a length of limply dangling chain. The powerful being stands tall, and wields a blood-stained, saw-bladed glaive. He only has four fingers on his left hand, and a scaled, desiccated pinky finger hangs on a cord around his neck.

MAGMA MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one

creature. *Hit*: 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephrit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

MAGMIN

Small elemental, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Touch. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

MEDIUM FIRE ELEMENTAL

Medium elemental, neutral

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 4 (1,100 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 4 (1d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 4 (1d8) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

MERROW

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Aquan

Challenge 1 (200 XP)

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: one with its

bite and one with its claws or harpoon.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Bite. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

PAPUVIN

Medium fey, chaotic neutral

Armor Class 14 (+1 studded leather)

Hit Points 72 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	10 (+0)	10 (+0)	8 (−1)	16 (+3)

Saving Throws Str +5, Con +2

Skills Acrobatics +3, Athletics +5, Performance +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Fey Ancestry. Papuvin has advantage on saving throws against being charmed, and magic can't put him to sleep.

Gliding. While Papuvin is not incapacitated or prone, he subtracts 20 feet from the distance fallen for the purposes of calculating falling damage.

Fallow Touch. Papuvin's unarmed strikes deal an additional 1 point of necrotic damage (included in the attack). When a creature touches Papuvin for the first time on its turn or starts its turn touching Papuvin, the creature takes 3 (1d6) necrotic damage.

Spellcasting. Papuvin is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 13). He has the following bard spells prepared:

Cantrips (at will): *minor illusion, mending, message*

1st level (2 slots): *aid, comprehend languages, detect magic, healing word*

ACTIONS

Multiattack. Papuvin makes two melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage plus 1 necrotic damage.

Bardic Inspiration (3/Day). Papuvin can use a bonus action to choose one creature other than himself within 60 feet of him who can hear him. That creature gains one Bardic Inspiration die, a d4.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

This fey man, though wiry and emaciated, wears a commanding expression in his angular face. Studded leather armor covers **Papuvin's** chest and legs, but not his arms, which are muscular like a warrior's. Wings like splayed, withered leaves fan behind him, one of them scarred and damaged from an old battle.

SALAMANDER

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

SEELA COMMONER

Medium fey, chaotic neutral

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Performance +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 0 (10 XP)

Fey Ancestry. The seela has advantage on saving throws against being charmed, and magic can't put it to sleep.
Gliding. While the seela is not incapacitated or prone, it subtracts 20 feet from the distance fallen for the purposes of calculating falling damage.
Fallow Touch. The seela's unarmed strikes deal an additional 1 point of necrotic damage. When a creature touches the seela for the first time on its turn or starts its turn touching the seela, the creature takes 3 (1d6) necrotic damage.

Innate Spellcasting. The seela's spellcasting ability is Charisma (spell save DC 11). The seela can innately cast the following spells, requiring no material components:

At will: *message*, *minor illusion* (sound only)

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 2 (1d4) bludgeoning damage.

SEELA GUARD

Medium fey, chaotic neutral

Armor Class 14 (leather armor, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2, Performance +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 1/8 (25 XP)

Fey Ancestry. The seela has advantage on saving throws against being charmed, and magic can't put it to sleep.

Gliding. While the seela is not incapacitated or prone, it subtracts 20 feet from the distance fallen for the purposes of calculating falling damage.

Fallow Touch. The seela's unarmed strikes deal an additional 1 point of necrotic damage. When a creature touches the seela for the first time on its turn or starts its turn touching the seela, the creature takes 3 (1d6) necrotic damage.

Innate Spellcasting. The seela's spellcasting ability is Charisma (spell save DC 11). The seela can innately cast the following spells, requiring no material components:

At will: *message*, *minor illusion* (sound only)

ACTIONS

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

SEELA REBEL

Medium fey, chaotic neutral

Armor Class 16 (studded leather, shield)
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	10 (+0)	8 (-1)	13 (+1)

Skills Acrobatics +4, Athletics +4, Deception +3, Intimidation +3, Stealth +4

Senses darkvision 60 ft., passive Perception 9
Languages Common, Elvish, Sylvan
Challenge 2 (450 XP)

Fey Ancestry. The seela has advantage on saving throws against being charmed, and magic can't put it to sleep.

Gliding. While the seela is not incapacitated or prone, it subtracts 20 feet from the distance fallen for the purposes of calculating falling damage.

Fallow Touch. The seela's unarmed strikes deal an additional 1 point of necrotic damage. When a creature touches the seela for the first time on its turn or starts its turn touching the seela, the creature takes 3 (1d6) necrotic damage.

Pack Tactics. The seela has advantage on an attack roll against a creature if at least one of the seela's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The seela deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the seela that isn't incapacitated and the seela doesn't have disadvantage on the attack roll.

Innate Spellcasting. The seela's spellcasting ability is Charisma (spell save DC 11). The seela can innately cast the following spells, requiring no material components:

At will: *message*, *minor illusion* (sound only)

ACTIONS

Multiattack. The seela makes two attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

SWARM OF INDOMITABLE FIRE BATS

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (−3)	15 (+2)	10 (+0)	2 (−4)	12 (+1)	4 (−3)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points apart from its Rekindle trait or gain temporary hit points.

A creature that enters the swarm's space for the first time on a turn or starts its turn there takes 3 (1d6) fire damage, or 2 (1d4) fire damage if the swarm has half of its hit points or

fewer.

Indomitable Fire Soul. The swarm is imbued with the indomitable fire of Innenotdar, causing the following effects:

- The swarm cannot leave Innenotdar.
- If the swarm is submerged at the end of its turn, its fire is extinguished and it dies.
- When a creature touches the swarm for the first time on its turn or starts its turn touching the swarm, the creature takes 3 (1d6) fire damage.
- The swarm stabilizes whenever it is dying at the start of its turn.
- The swarm always has a minimum of one level of exhaustion (disadvantage on ability checks).

Rekindle (1/Day). At the start of its second consecutive turn at 0 hit points, the swarm gains 1 hit point.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage plus 3 (1d6) fire damage, or 2 (1d4) piercing damage plus 2 (1d4) fire damage if the swarm has half of its hit points or fewer.

TILJANN

Medium fey, chaotic good

Armor Class 13 (leather armor)

Hit Points 50 (20d8 − 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	6 (−2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Dex +4, Cha +5

Skills Deception +5, History +4, Perception +4, Performance +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Ignan, Sylvan

Challenge 1/2 (100 XP)

Fey Ancestry. Tiljann has advantage on saving throws against being charmed, and magic can't put her to sleep.

Gliding. While Tiljann is not incapacitated or prone, she subtracts 20 feet from the distance fallen for the purposes of calculating falling damage.

Fallow Touch. Tiljann's unarmed strikes deal an additional 1 point of necrotic damage. When a creature touches Tiljann for the first time on its turn or starts its turn touching Tiljann, the creature takes 3 (1d6) necrotic damage.

Spellcasting. Tiljann is a 2nd-level spellcaster. Her

spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *dancing lights*, *minor illusion* (sound only), *message*, *prestidigitation*

1st level (3 slots): *comprehend languages*, *detect magic*, *healing word*, *hideous laughter*, *silent image*

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bardic Inspiration (3/Day). Tiljann can use a bonus action to choose one creature other than herself within 60 feet of her who can hear her. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

This young woman has deep, vivid eyes full of fey mystery and cautious curiosity. **Tiljann** is emaciated, as if she has never had a full meal in her life, and light leather armor clings to her waifish body. Dark gray hair floats around her shoulders, and faintly glistening wings twitch behind her back, withered like a dragonfly that got too close to a flame.

TIMBRE

Medium fey, neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Persuasion +4, Stealth +5

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP)



Innate Spellcasting. Timbre's spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

Magic Resistance. Timbre has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. Timbre can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, Timbre can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Indomitable Fire Soul. Timbre is imbued with the indomitable fire of Innenotdar, causing the following effects:

- She cannot leave Innenotdar.
- If she is submerged at the end of her turn, her fire is extinguished and she dies.
- When a creature touches Timbre for the first time on its turn or starts its turn touching her, the creature takes 3 (1d6) fire damage.
- Timbre stabilizes whenever she is dying at the start of her turn.
- She always has a minimum of one level of exhaustion (disadvantage on ability checks).

Rekindle (1/Day). At the start of her second consecutive turn at 0 hit points, Timbre gains 1 hit point.

ACTIONS

Club. *Melee or Ranged Weapon Attack:* +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 3 (1d6) fire damage, or 8 (1d8 + 4) bludgeoning damage plus 3 (1d6) fire damage with *shillelagh*.

Fey Charm. Timbre targets one humanoid or beast that she can see within 30 feet of her. If the target can see Timbre, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards Timbre as a trusted friend to be heeded and protected. Although the target isn't under Timbre's control, it takes Timbre's requests or actions in the most favorable way it can.

Each time Timbre or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on herself on a success. Otherwise, the effect lasts 24 hours or until Timbre dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to Timbre's Fey Charm for the next 24 hours.

Timbre can have no more than one humanoid and up to three beasts charmed at a time.

TORRENT

Medium humanoid (human), chaotic good

Armor Class 13 (breastplate)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Wis +4, Cha +3

Skills Athletics +4, History +2, Insight +4, Persuasion +3

Senses passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

Spellcasting. Torrent is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Torrent has the following cleric spells prepared:

Cantrips (at will): *guidance, light, spare the dying*

1st level (4 slots): *bless, create or destroy water, cure wounds, detect magic, divine favor, protection from evil and good, shield of faith*

2nd level (2 slots): *magic weapon, spiritual weapon*

ACTIONS

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage if wielded with two hands.

Light Crossbow. *Ranged Weapon Attack:* +1 to hit, range 80/320 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.

Turn Undead (1/Day). As an action, Torrent presents her holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear her within 30 feet of her must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from Torrent as it can, and it can't willingly move to a space within 30 feet of her. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

As tall and strong as the typical warrior, **Torrent** is a distinctive looking woman with tanned skin and short white hair. She wears a breastplate decorated with blue wave-like etchings, and a holy symbol to a sea god is tied to her wrist with a leather cord. Her demeanor is smooth but forceful, like an ocean wave.

TRAGEDY

Medium undead, chaotic evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 7 (2,900 XP)

Incorporeal Movement. Tragedy can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Turn Resistance. Tragedy has advantage on saving throws against any effect that turns undead.

Legendary Resistance (3/Day). If Tragedy fails a saving throw, it can choose to succeed instead.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

LEGENDARY ACTIONS

Tragedy can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tragedy regains spent legendary actions at the start of its turn.

Move. Tragedy moves up to its speed.

Unholy Toughness. Tragedy forms an armor from the ashes of the Seela, gaining 10 temporary hit points.

Life Drain (Costs 2 Actions). Tragedy makes one life drain attack.

A shadowy, incorporeal creature swoops toward you, rotted skeletal hands reaching out from an ashen shrouds. Twisting, roiling faces push up from within **Tragedy's** form, faces of elvish men and women mutely screaming at their tragic end.

UNICORN

Large celestial, lawful good

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Celestial, Elvish, Sylvan, telepathy 60 ft.
Challenge 5 (1,800 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:

At will: *detect evil and good, druidcraft, pass without trace*
1/day each: *calm emotions, dispel evil and good, entangle*

Magic Resistance. The unicorn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The unicorn's weapon attacks are magical.

ACTIONS

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

The unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

Hooves The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions) The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions) The unicorn magically regains 11 (2d8 + 2) hit points.

APPENDIX B: ITEMS AND TRAPS

ADVENTURING GEAR

Shatterspell. This black compound infused with antimagic is poured into sealable vials when extremely chilled. As it warms it turns gaseous, forming wispy, black gas when released. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the shatterspell as an improvised weapon. On a hit, make a d20 roll for each spell on the target. The DC equals 10 + the spell's level (10 + 0 for cantrips). The spell ends if the d20 roll meets or exceeds the DC, though shatterspell has no effect on permanent magical effects or magic items.

If a vial of shatterspell takes any cold damage, the contents turn liquid again for one minute and can be ingested like a potion. A character who drinks the magical black fluid has advantage on saving throws against magic for one minute.

ADVENTURING GEAR

Item	Cost	Weight
Shatterspell (vial)	100 gp	1/10 lb.

MAGIC ITEMS

Ancestry Cord

Wondrous item, uncommon

This two-foot-long, red, lacy cord radiates faint divination magic. While wrapped around the hands or wrists of two people at once, it changes color to a darker shade if both people share a common ancestor within three generations, all the way to black if they are siblings.

Bhurisrava's Mace

Weapon (mace), uncommon

This mace is a simple iron shaft. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can use an action to touch a creature with the mace and cast *cure wounds* from it. The mace can't be used this way again until the next dawn.

Dream Seed

Wondrous item, uncommon

This seed contains a sleep-inducing hallucinogen. Upon eating a seed, make a DC 12 Constitution

saving throw, becoming poisoned for 10 minutes on a failure. You can voluntarily fail this saving throw, but the poison has no effect if you do not sleep or magic cannot put you to sleep.

When poisoned by a dream seed, you fall asleep and experience incredibly vivid dreams and visions. Another creature can use an action to wake you. Otherwise, if the sleep runs its course, the you wake after 10 minutes.

For the next hour after waking from the dreams, you experience a sense of foresight and can take the Dodge action as a bonus action.

Secret. Every telepathic creature within several miles feels a mild draw toward the sleeping creature. If two or more creatures within 20 feet of each other sleep because of these seeds, they experience a shared dream, potentially seeing into each others' secrets. A creature who is poisoned by a dream seed within an hour of being poisoned by another dream seed takes one level of exhaustion.

Feather Token

Wondrous item, rare

This tiny object looks like a feather. Different types of feather tokens exist, each with a different single-use effect. The DM chooses the kind of token or determines it randomly.

d100	Feather Token	d100	Feather Token
01–20	Anchor	51–65	Swan boat
21–35	Bird	66–90	Tree
36–50	Fan	91–00	Whip

Anchor. You can use an action to touch the token to a boat or ship. For the next 24 hours, the vessel can't be moved by any means. Touching the token to the vessel again ends the effect. When the effect ends, the token disappears.

Bird. You can use an action to toss the token 5 feet into the air. The token disappears and an enormous, multicolored bird takes its place. The bird has the statistics of a roc, but it obeys your simple commands and can't attack. It can carry up to 500 pounds while flying at its maximum speed (16 miles an hour for a maximum of 144 miles per day, with a one-hour rest for every 3 hours of flying), or 1,000 pounds at half that speed. The bird disappears after flying its maximum distance for a day or if it drops to 0 hit points. You can dismiss the bird as an action.

Fan. If you are on a boat or ship, you can use an action to toss the token up to 10 feet in the air. The token disappears, and a giant flapping fan takes its place. The fan floats and creates a wind strong enough to fill the sails of one ship, increasing its speed by 5 miles per hour for 8 hours. You can dismiss the fan as an action.

Swan Boat. You can use an action to touch the token to a body of water at least 60 feet in diameter. The token disappears, and a 50-foot-long, 20-foot-wide boat shaped like a swan takes its place. The boat is self-propelled and moves across water at a speed of 6 miles per hour. You can use an action while on the boat to command it to move or to turn up to 90 degrees. The boat can carry up to thirty-two Medium or smaller creatures. A Large creature counts as four Medium creatures, while a Huge creature counts as nine. The boat remains for 24 hours and then disappears. You can dismiss the boat as an action.

Tree. You must be outdoors to use this token. You can use an action to touch it to an unoccupied space on the ground. The token disappears, and in its place a nonmagical oak tree springs into existence. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius.

Whip. You can use an action to throw the token to a point within 10 feet of you. The token disappears, and a floating whip takes its place. You can then use a bonus action to make a melee spell attack against a creature within 10 feet of the whip, with an attack bonus of +9. On a hit, the target takes 1d6 + 5 force damage.

As a bonus action on your turn, you can direct the whip to fly up to 20 feet and repeat the attack against a creature within 10 feet of it. The whip disappears after 1 hour, when you use an action to dismiss it, or when you are incapacitated or die.

Master Instrument

Wondrous item, uncommon

This masterpiece of an instrument radiates faint evocation magic. You have advantage on ability checks to play this instrument.

Sylvan Necklace

Wondrous item, uncommon

This necklace of ivory leaves radiates faint divination magic. While wearing the necklace, you can speak and understand Sylvan but cannot speak or

understand any other languages.

TRAPS

Cursed Mirror Trap

Simple trap (level 4)

The mirror's gaze protects a warded item.

Trigger. A creature who touches the warded object while they are reflected in the mirror or who breaks the mirror triggers the trap.

Effect. The creature is cursed, resulting in the following effects until the curse is removed:

- The creature's features are distorted to look hideous, giving the creature disadvantage on Charisma ability checks and saving throws.
- The creature has disadvantage on attack rolls against the mirror's owner.
- The attack of the mirror's owner deal an extra 1d8 necrotic damage to the creature.

Countermeasures. A successful DC 12 Intelligence (Arcana) check determines how the trap works. A successful *dispel magic* (DC 12) suppresses the magic for 1 minute. Anything that causes the mirror to not "see" the creature—including covering the mirror, casting *darkness* on the mirror, or making the creature invisible—also bypasses the trap.

Spiritual Weapon Trap

Complex trap (level 3)

A priest has warded a door or other object to be protected from vandalism or forced entry.

Trigger. A creature who does damage to the warded object or tries to break it down triggers the trap.

Initiative. The trap acts on initiative count 20 (losing initiative ties).

Effect. A *spiritual weapon* appears next to the vandal and makes a melee spell attack against them. The weapon has +5 to hit and does 12 (2d8 + 3) force damage. The weapon remains for one minute, moving up to 20 feet and repeating the melee spell attack against the creature until the creature is unconscious or moves 150 feet or more away from the warded object.

Countermeasures. A successful DC 12 Wisdom (Perception) check notices a rune in the shape of a religious symbol or weapon near the warded door or object. A successful DC 12 Intelligence (Religion) check enables a creature to destroy the trap by altering the rune to disable the trap; failing this check causes the trap to activate. A successful *dispel magic* (DC 12) destroys the trap.

PLAYER HANDOUT: THE LIVING BLADE

The Living Blade of Innenotdar

Weapon (any), artifact (requires attunement)

Cut from the First Tree of Innenotdar, the Living Blade was once bonded to the heroine Anyariel.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When the Living Blade is first encountered, it is in the form of a greatsword, but it can be turned into almost any type of weapon as long as it does not have complex, moving parts or multiple segments—so no crossbows, flails, chains, nets, or whips.

You can choose the form of the weapon when you first attune to it and when you finish a long rest. Regardless of the form, it appears to be roughly carved from wood, but it takes no damage from fire and is strong as if it were made of metal.

If the Living Blade is on the same plane of existence, you can summon it as a bonus action on your turn. It teleports instantly to your hand, though often with a dramatic flourish, such as by appearing in a burst of flame overhead and plunging its blade into the ground at your feet.

The Living Blade bonds to your life force, and its power grows with yours, gaining additional features based on your character level. Multiple versions of the same effect don't combine. Instead you use the most potent version of the effect.

5th Level or Higher. When you take fire damage,

you can use your reaction to cause the blade to erupt with flames. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the Living Blade is ablaze, it deals an extra 1d6 fire damage to any target it hits. The flames last for 1 minute. You can end the flames early if you use a bonus action to mentally quench the flames or you drop or sheathe the Living Blade.

9th Level or Higher. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

When you are hit by a creature's melee attack while wielding the Living Blade, you can use your reaction to halve the attack's damage against you, and the same amount and type of damage is dealt to the creature that hit you. You cannot use this feature again until you have completed a long or short rest.

13th Level or Higher. While the Living Blade is ablaze, it deals an extra 2d6 fire damage to any target it hits.

17th Level or Higher. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

You can cast *wish* once while holding the Living Blade. It draws on your life force to fulfill the *wish*; you gain a level of exhaustion at the start of each of your turns until you die. You can be restored to life only by means of a *wish* spell.



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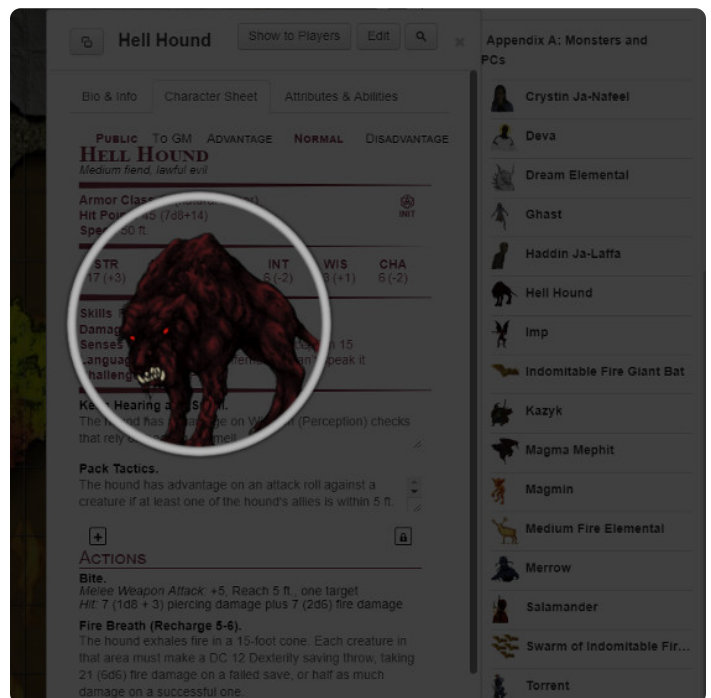


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Can the heroes traverse the treacherous fire forest of Innenotdar?

